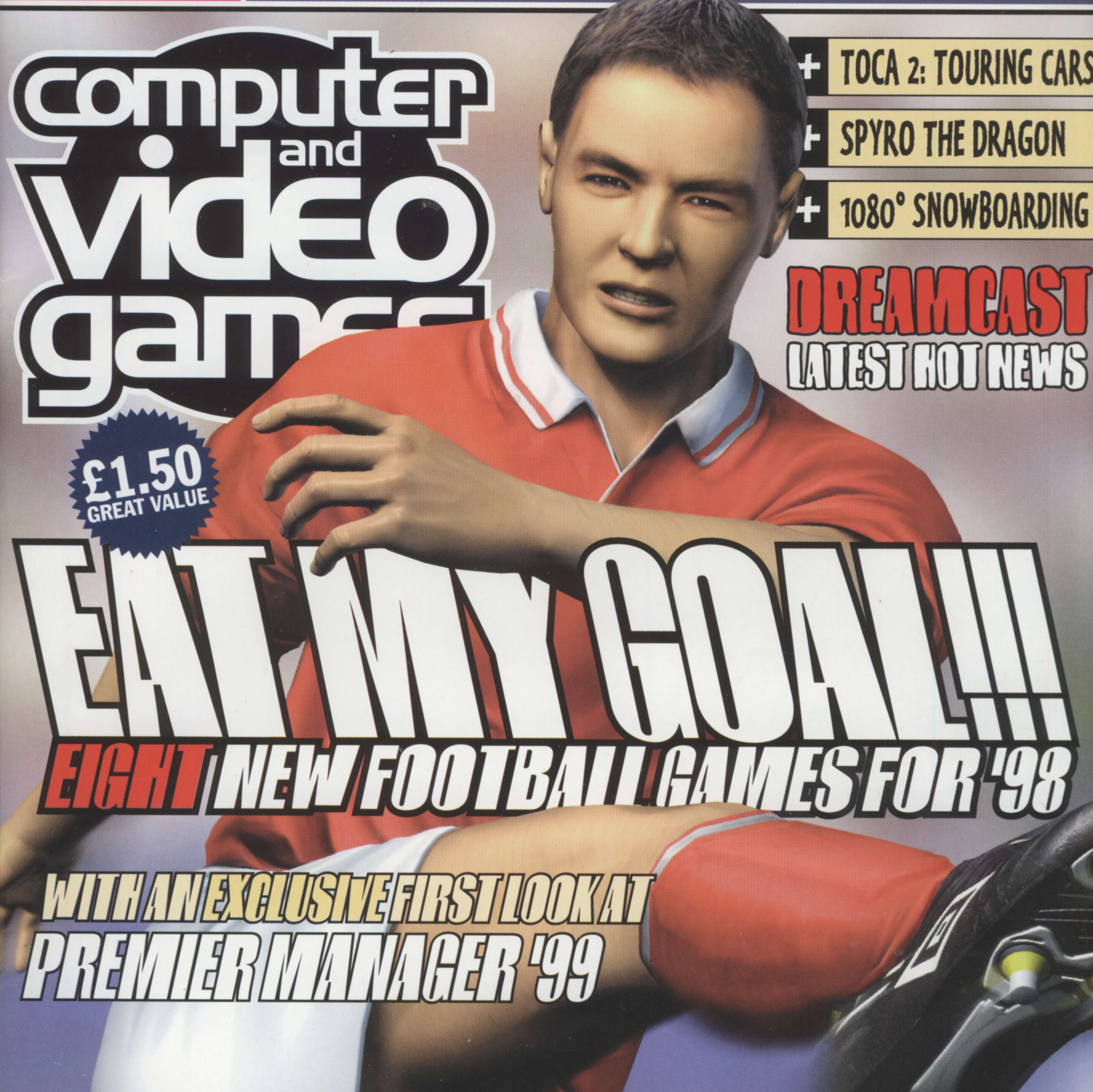
Nº 1 FOR GAMES THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 204

computer and video games

+ TOCA 2: TOURING CARS
+ SPYRO THE DRAGON
+ 1080° SNOWBOARDING

DREAMCAST
LATEST HOT NEWS

£1.50
GREAT VALUE



EAT MY GOAL!!!

EIGHT NEW FOOTBALL GAMES FOR '98

WITH AN EXCLUSIVE FIRST LOOK AT
PREMIER MANAGER '99

NOVEMBER '98

TUROK 2

N64 AND PC
BALL-BITING PREVIEW

TUROK 2

SEEDS OF EVIL™

THE MONSTER AWAKENS NOVEMBER 1998

NINTENDO64 PC CD GAME BOY ACCLAIM

TUROK 2: SEEDS OF EVIL©1998 Acclaim Entertainment, Inc. All rights reserved. TUROK: ® & © 1998, GBPC, a subsidiary of Golden Books Family Entertainment. All rights reserved. All other characters herein and the distinct likenesses thereof are trademarks of Acclaim Comics Inc. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. TM, ® & © 1998 Acclaim Entertainment.

Nintendo 64, Gameboy and the 3D "N" logo are trademarks of Nintendo of America Inc. © 1997 Nintendo of America Inc.

Dreamcast

Dreamcast console & game for under £395

- ★ No Deposit required on orders before 15th Nov
- ★ Free Game if Pre-Booked before 15th Nov
- ★ Free Delivery to UK & Europe Mainland
- ★ Pre Xmas Delivery Guaranteed
- ★ We Only Charge your credit card on despatch

We have an office in Japan and can guarantee earliest supply of large quantities direct from a Major Japanese distributor.

We accept all major Credit Cards, Cheques and Postal Orders

AXEN Games

0181-423 7359

http://www.axengames.co.uk
sales@axengames.co.uk

106 High Street,
Harrow-On-The-Hill
Middlesex HA1 3LP

VISA · MasterCard · DELTA · SWITCH

WANTED

FOR CASH OR EXCHANGE

CONSOLES
COMPUTERS
GAMES

RETRO & MODERN

Bring (& official ID with address and signature) or send by post with SAE for cash to:

COMPUTER & GAMES EXCHANGE
65 Notting Hill Gate, London W11 3JS ☎ 0171 221 1123

NOTHING LEGAL REFUSED!

Also at MVE, Manchester Arndale Centre (by High Street entrance) 0161 839 0677

OPEN 7 DAYS **LARGE SELECTION ON SALE**

LOADED

32 Pound Raod, East Peckham, Tonbridge Kent TN12 5BE
"First with imported games and machines"

Neo Geo CD Pack (CDZ/PAL/NTSC)	£CALL
WANTED: USED NEO GEO CD AND CARTRIDGE KIT. TOP PRICES PAID	
Back Catalogue Games	£29.99-59.99
'Pocket Neo Geo'	Ring for details

New releases: ....Breakers Revenge, King of Fighters, Last Blade, Metal Slug II, Blazing Star, Real Bout 11: The Newcomers, King of Fighters 98. We also stock a used range of Neo Geo CD and Cartridge kit

We stock hardware for these formats from around the world. Import machines come ready to play with scart cable and 240v. P.S.U...£Please call

We can also source any old or obscure software titles of your choice. **N64** new releases... Turok 2, Legend of Zelda, F-Zero, X, NFl QBC 99, WWF Warzone, Body Harvest - and many more! **SATURN** in stock now... White Saturn, Video CD Saturn, Cool Saturn...£Please call. new releases... Striker 1945 part II, Steam Hearts, King of Fighters Collection, Cotton Boomerang, Capcom Generations 1 or 2, Radiant Silvergun and many more! also...Castlevania X, Vampire Saviour, Pocket Fighter, X-Men vs Streetfighter. **PLAYSTATION** new releases..Metal Gear Solid, Capcom Generations 1 or 2, Destrega, Parasite Eve (US), Rival Schools, Brave Fencer, Bomberman Racing and many more!

SEGA SATURN CONVERSION
PLAY ANY GAME FROM ANY TERRITORY AT ANY SPEED - £CALL FOR A PRICE

'Dreamcast' details available -
ORDERS BEING TAKEN
WE WILL BEAT ANY PRICE QUOTED
Pocket Neo Geo -
Call for details.
ORDERS BEING TAKEN

Tel/Fax:
01622 871551
9.00am-6.30pm

SEGA SONY JAGUAR AMIGA PC ST CD-I NINTENDO

ARCADIA

WE BUY + SELL
+ PART EXCHANGE + REPAIR

CONSOLE CONVERSIONS
CONSOLE REPAIRS
PSX - SATURN - N64 ECT - GAME DEIVCES
FREE ESTIMATES PLUS POSTAL SERVICE AVAILABLE

D.I.Y. CONSOLE CONVERSIONS
KITS AVAILABLE
£££ BEST PRICES £££
QUANTITY DISCOUNT AVAILABLE
PSX MOD CHIPS AVAILABLE - CALL
ALSO COLOUR MOD KITS AVAILABLE

VIDEO CD's ADD ON AVAILABLE

CALL (0112) 221 9645
or MOBILE NUMBER 0589 054306 (anytime)
143 TONG RD., ARMLEY, LEEDS LS12 1QJ
OPEN EVERY DAY INCLUDING SUNDAY,
EXCEPT TUESDAY - CLOSED ALL DAY

SATURN

• SEGA COOL PAD	£15.00
• RADIANT SILVER GUN	£43.99
• X-MEN vs SF	£43.99
• VAMPIRE SAVIOUR	£43.99
• METAL SLUG	£CALL
• METAL SLUG 2	£CALL
• CAPCOM vol.1	£39.00
• CAPCOM vol.2	£44.99
• CAPCOM vol.4	£CALL
• DUNGEONS & DRAGONS	£NOVEMBER
• MARVEL vs SF	£OCTOBER 22
• SATURN VCD CARD	£69.00
• SATURN 50/60HZ - FULL SCREEN CONVERSION & 4 IN 1 IMPORT CONV. CART, 4M/UK/US/JAP.	£39.00
• SATURN CHIP I.C	£25.00
• LINK UP CABLE	£12.00
• SATURN SCART	£10.00
• DREAMCAST VMS/PDA	£29.00
• GODZILLA	£CALL
• 4 IN 1 SATURN CONVERTER: Play Import games on UK Saturn i.e. US/JAP. Lets you play RAM games 4/1m inc. X-Men, KOF 97, M.Slug. Plug in Cart. Slot & play!!	£25.00

PLAYSTATiON

• ~~UNIVERSAL PLAYSTATION - DUAL SHOCK! - PLAYS ALL CD'S~~	£125
• DUAL SHOCK COLOUR	£29.00
• PS LASER UNIT	£35.00
• ARCADE GUN/WITH PEDALS	£29.00
• GUNCOM SCART LEAD	£6.00
• PS CHIP	£6.00
• QUALITY STEERING WHEEL	£CALL
• PAL BOOSTER - IMPORT GAMES IN COLOUR ON ANY T.V.	£18.00
• ACTION REPLAY	£15.00
• METAL GEAR U.S	£CALL
• RIDGE RACER 4	£CALL
• PS VCD CARD	£69.00
• NEO GEO POCKET	£CALL
• NEO GEO CD	£1XX
• METAL SLUG 2	£59.00
• KOR '98	£CALL
• LAST BLADE	£59.00
• METAL SLUG 1	£49.00
• ART OF FIGHTING 3	£29.00
• REAL BOUT FF 3	£29.00

ALL TITLES AVAILABLE!!

Radiant Silvergun

X-Men vs SF

Dreamcast
Deposit £25
Unit reserved for Xmas, guaranteed for under
£399.00

N64

• NINTENDO 64 HK NTSC 240 V PSU	£99.00
• OFFICIAL PAD	£22.99
• SMOKEY PAD	£29.00
• V64 CD-ROM	£225.00
• ZELDA	£CALL
• TUROK 2	£CALL
• DX 256 - V64 SAVE GAME CART	£29.00
• DSI - F-ZERO/1080°	£35.00
• SMART PAL BOOSTER - Lets you play import N64/PS/SS Games on any TV.	£39.00

Tel: 0410 425019 Console King, P.O. Box 6, Narberth, Wales SA67 7YG
Tel/Fax: 01437 769357 All Major Credit Cards accepted • E-Mail:- consoleking@yahoo.com

Please send cheques/postal orders payable to:
Console King. Cash sent registered only!

CONSOLE KING

RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM KENT BR3 5NP
TEL: 0181 663 6810 (FOR GENERAL ENQUIRIES) OR 0181 663 6822 (FOR MAIL ORDER) FAX: 0181 663 0046

SEGA DREAMCAST AVAILABLE NOVEMBER

OWN YOUR OWN HOME ARCADE MACHINE

SUPER GUN DELUXE inc. JOYPAD	£169.99

AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN THE EDGE

6 BUTTON JOYPAD	£24.99
3 BUTTON JOYPAD	£19.99
6 BUTTON NAMCO STICK	£69.99

OTHER EXTRAS AVAILABLE - CALL FOR FULL LIST -
FULL BACK UP SERVICE

P.C.B. VIDEO SHOWS LOADS OF OLD CLASSICS ......£4.99 P&P £1.50

100'S OF PCB'S IN STOCK - CALL FOR FULL LIST

1943 (V) - £75
AIRBUSTER - £70
ALTERED BEAST - £65
BLACKHOLE (V)
BATTLE RANGERS - £45
BOMBJACK - £75
CHOPPER 1 (V) - £50
COMMANDO (V) - £75
COBRA COMMAND - £45
CAPTAIN SILVER - £30
CARRIER AIRWING - £75
COMBAT SCHOOL (R) - £35
COSMIC COP - £65
CHOPLIFTER - £55
CAVEMAN NINJA - £75
CHAMPION WRESTLER - £65
DOUBLE DRAGON 3 £50
DODGE BALL - £35
DEMONS WORLD - £55
DEVISATOR - £60
DARK SEAL - £65
EURO FOOTBALL CHAMP - £45
FORGOTTEN WORLDS - £155
FORMATION ARMED F (V) - £65
FINAL ROUND - £40
FINAL FIGHT - £115
GREEN BERET - £55
GUERILLA WARS (S) (V) - £45
HEAVY UNIT - £60
HYPERSPORTS - £65
IMAGE FIGHT (V) - £75
JAILBREAK - £55
KONAMI SPORTS 88 - £65
LEGEND OF KYRA - £55
MAIN EVENT WRESTLING - £45
MARIO BROTHERS £75
MIDNIGHT RES...- £55
MUTANT FIGHTER - £65
MORTAL COMBAT - £75
MIDNIGHT RES (S) - £55
NEXT SPACE - £50
NEO ONE SLOT - £225
NEMISIS - £95
OLYMPIC SOCCER 92 - £75
PACLAND - £85
PHEONIX - £125
RUSH AND DRAGON - £60
RACK EM UP (V) - £30
RYGER - £75
SUPER PANG - £75
SKY SOLDIERS (V) £45
SPIDERMAN - £145
SILENT DRAGON - £120
SHOGUN ASSI ANS - £50
SALAMANDER II - £225
THUNDERCROSS - £85
TUMBLE POP - £55
TYPHOON (V) - £75
TETRIS (V) - £55
TIGER ROAD - £75
THUNDERZONE - £95
VIEWPOINT (NEOCART) - £60
VICTORY ROAD (V) (S) - £65
VANDIKE (V) - £55
WORLD CUP 90 - £25
WRESTLE WARS (V) - £65
WORLD RALLY - £115
WARDNER - £60
WONDERBOY 3 - £75
WONDERBOY (R) - £85
WIZARD FIRE - £75

NEO GEO

NEO GEO HAND HELD	PLEASE RING
NEO GEO CD ROM / CART	AVAILABLE

LATEST SOFTWARE

FATAL FURY REAL BOUT 2	PLEASE RING
KING OF FIGHTERS 98	PLEASE RING
NEO WORLD CUP 98	PLEASE RING
PULSTAR II	PLEASE RING
SHOCK TROOPERS	PLEASE RING

SPECIAL OFFERS

NINJA COMMANDO (CD)	£9.99
DOUBLE DRAGON (CD)	£14.99
THRASH RALLY (CD)	£9.99
BLUES JOURNEY	£9.99
NINJA COMBAT	£9.99
CROSSED SWORDS	£9.99

NEW NINTENDO BANJO KAZOOIE BEAN BAG TOYS - NOW IN STOCK

SEGA SATURN

SEGA VMS IN STOCK

SEGA SATURN JAP/USA/UK/ NEW WHITE SATURNS	**PLEASE RING**
50/60HZ CONVERSION - PLAY ANY GAME (NO BORDERS)	**£44.99 P&P £10**

STEERING WHEEL • JOYSTICKS • JOYPADS • CONVERTERS • ACTION REPLAY • ANY LEADS (MADE TO ORDER) • JAPANESE MAGAZINES

LATEST SOFTWARE - JAP/USA/UK

• CAPCOM GENERATIONS VOLUME 1 • CAPCOM GENERATIONS VOLUME 2 • CAPCOM GENERATIONS VOLUME 3 • DEEP FEAR • DUNGEONS & DRAGONS • IMAGE FIGHT COLLECTION • KING OF FIGHTERS 97 • LUNAR 2 • MARVEL SUPER HEROES vs STREET FIGHTER • POCKET FIGHTER • RADIANT SILVER GUN • KING OF FIGHTERS COLLECTION • SEGA AGES MICKEY MOUSE • SHINING FORCE 3 (USA) • STREETFIGHTER COLLECTION PART 2

PC Engine

PLEASE RING FOR USED HARDWARE
PC ENGINE HAND HELD • ADAPTORS • COLOUR BOOSTERS • CD ROM • SYSTEM CARDS • TIPS REVIEW BOOK • + MORE • 100'S OF HU CARDS + CD'S IN STOCK

Nintendo /SNES

HAVE YOUR SNES CONVERTED TO 50/60HZ (NO BORDERS-FULL SCREEN)	£34.99 P+P£6
COLOUR GAMEBOY	**PLEASE RING**
GAMEBOY POCKET CAMERA AND PRINTER	

PlayStation

RESIDENT EVIL ACTION FIGURES IN STOCK

SONY PLAYSTATION JAP/USA/UK MACHINES	IN STOCK
JOYPADS / MEMORY CARDS / THE GLOVE / ALL ACCESSORIES	IN STOCK

£5.00 OFF ALL RRP UK PAL SOFTWARE

SONY LATEST SOFTWARE JAP/USA/UK

- CAPCOM GENERATIONS vol 1, 2 & 3 • BOMBERMAN RACING • BEATMANIA
- CONTRA ADVENTURE • CRISIS CITY • DUKE NUKEM 'EM TIME TO KILL
- FIFTH ELEMENT • FINAL FANTASY V • GUN BULLITT 2
- METAL GEAR SOLID (LTD EDITION) • NINJA • ODDWORLD 2
- PARASITE EVE (USA) • POCKET FIGHTERS • PRIVATE JUSTICE SCHOOL
- RIDGE RACER TYPE 4 (DEC) • R TYPE DELTA • SILOUETTE MIRAGE
- SPYRO THE DRAGON • SUPER ADVENTURE ROCKMAN
- TALES OF DESTINY • WILD 9 • ZENOGEARS (USA)

NINTENDO 64

NINTENDO 64 USA / JAP / INCLUDING SCART
plus 2 GAMES - NOW £149.99

LATEST SOFTWARE

BODY HARVEST • DEZAEMON • POCKET MONSTERS • TUROK 2

FUTURE RELEASES

CASTLEVANIA • QUAKE 2 • SOUTH PARK • ZELDA (NOV)

ALL ACCESSORIES AVAILABLE • JOLT PACK • JOYPADS (ALL COLOURS)
- STEERING WHEEL • LATEST CONVERTER (TO RUN ALL GAMES)
- CLEANING KIT - £9.99 / MEMORY PAKS • JOYSTICK
- RGB SCART LEADS • JOYPAD EXTENSION CABLES • NEW STEERING WHEEEL INC PEDALS + GEARSTICK + FEED BACK

WE ALSO STOCK

REGION 1&2 DVD0
SEGA NOMAD now only - £99.99
VIRTUAL BOY - £49.99 inc. game

3DO • ATARI LYNX • JAGUAR • SEGA MEGADRIVE
HINT BOOKS • JAPANESE MAGAZINES
USA MAGAZINES • GAMEBOY

WE ALSO DO REPAIRS AND CONVERSIONS

OPENING HOURS MONDAY - SATURDAY 10AM - 5.30PM WEDNESDAY 10AM - 1PM
P&P GAMES, MAGAZINES, PADS £1.50, WE ARE NOT JUST A MAIL ORDER COMPANY COME AND SEE US AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY. PLEASE RING FOR FULL LIST. *PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES*
SOME ABOVE TITLES ARE SUBJECT TO AVAILABILITY. NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME

CONTENTS

COMPUTER AND VIDEO GAMES #204 NOVEMBER 1998

WORK HARD! PLAY HARDER!!

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.

PLATFORM	GAME	PAGE/SECTION
PlayStation	ABE'S EXODDUS	36-37
	ACTUA SOCCER 3	58-59
	BRIAN LARA CRICKET	24
	BUST-A-GROOVE	26-27
	C&C: RED ALERT – RETALIATION	FREEPLAY 4
	COOL BOARDERS 3	34
	DARK MESSIAH	81
	DEEP BLUE	80
	DUKE NUKEM: TIME TO KILL	52
	FIFTH ELEMENT	67
	FUTURE COP: LAPD	68
	KEN SEI: SACRED FIST	81
	MASTER OF MONSTERS	81
	MEDIEVIL	48
	METAL GEAR SOLID	20-21
	MICHAEL OWEN'S WLS '99	60-61
	MORTAL KOMBAT 4	66
	PARASITE EVE	68
	P.F.A. SOCCER MANAGER	57
	POCKET FIGHTER	67
	PREMIER MANAGER '99	56
	REBUS	81
	RIVAL SCHOOLS	30-31
	SILENT HILL	80
	SPYRO THE DRAGON	50-51
	TIME CRISIS: PLATINUM	68
	TEKKEN 3	FREEPLAY 8-14
	TOCA 2: TOURING CARS	22
	TOMB RAIDER 3	80
	UNHOLY WAR	68
	VICTORY BOXING 2	67
	VIVA FOOTBALL	64
	ZERO DIVIDE 2	66
NINTENDO64	1080° SNOWBOARDING	46-47
	BANJO-KAZOOIE	FREEPLAY 4
	CASTLEVANIA 64	81
	F1 WORLD GRAND PRIX	FREEPLAY 4
	LEGEND OF ZELDA: OCARINA OF TIME	80
	MORTAL KOMBAT 4	66
	RAKUGA KIDS	81
	TUROK 2	16-18
	WCW/NWO REVENGE	28
PC CD ROM	ACTUA SOCCER 3	58-59
	BRIAN LARA CRICKET	24
	BUCK BUMBLE	54-55
	CARMAGEDDON 2	38
	CHAMPIONSHIP MANAGER 3	62-63
	COLIN MCRAE RALLY	66
	F.A. PREMIER LEAGUE MANAGER '99	65
	GRIM FANDANGO	32
	MICHAEL OWEN'S WLS '99	60-61
	MORTAL KOMBAT 4	66
	P.F.A. SOCCER MANAGER	57
	TOCA 2: TOURING CARS	22
	TOMB RAIDER 3	80
	ULTIMATE SOCCER MANAGER '98	FREEPLAY 4
	VIVA FOOTBALL	64
Dreamcast	BLUE STINGER	78
	D2	79
	ELEMENTAL GIMMICK GEAR	78
	GODZILLA GENERATIONS	78
	JULY	78
	MONACO GRAND PRIX	79
	PEN PEN TRIICELON	79
	SONIC ADVENTURE	79
ARCADE	BLOOD BULLET	76
	HOUSE OF THE DEAD 2	76
	SOUL CALIBUR	74

PLUS

FREEPLAY

TURN TO THE CENTRE PAGES FOR TIPS, CHARTS, GOSSIP, AND OFFICIAL *TEKKEN 3* MOVES LIST

MASSIVE TEKKEN 3 MOVES LIST

COMING SOON

APOCALYPSE 14
TUROK 2 16
METAL GEAR SOLID 20
TOCA TOURING CAR 2 22
BRIAN LARA CRICKET 24
BUST-A-GROOVE 26
WCW/NWO REVENGE 28
RIVAL SCHOOLS 30
GRIM FANDANGO 32
COOL BOARDERS 34
ODDWORLD: ABE'S EXODDUS 36
CARMAGEDDON 38
WORLD LEAGUE SOCCER 60
CHAMPIONSHIP MANAGER 62
VIVA FOOTBALL 64
FA PREM. LEAGUE MANAGER 99 65

Top cricket and glorious English sunshine in *Brian Lara Cricket*.

REVIEWS

1080° SNOWBOARDING 46
MEDIEVIL 48
SPYRO THE DRAGON 50
DUKE NUKEM: TIME TO KILL 52
BUCK BUMBLE 54
ACTUA SOCCER 3 58
MORTAL KOMBAT 4 66
COLIN McRAE RALLY 66
ZERO DIVIDE 2 66
VICTORY BOXING 2 67
THE FIFTH ELEMENT 67
POCKET FIGHTER 67
PARASITE EVE 68
TIME CRISIS: PLATINUM 68
UNHOLY WAR 68
FUTURE COP: LAPD 68

SCORE
0 23'00 112 km/h
TRICK
450
MUTE GRAB
180AIR
180AIR

1080° Snowboarding on Nintendo.

GIZMO PALACE P44

THE COOLEST GEAR IN THE COUNTRY IF NOT THE WHOLE WORLD! ONLY IN YOUR VERY OWN GIZMO PALACE.

CHECKPOINT P40

ALL THE MAJOR GAMES RELEASES – PLUS A CHANCE TO WIN YOURSELF A FEW OF THEM!

NEW GAMES P78

ROUND-UP OF THE LATEST GAMES, WITH AMAZING DREAMCAST SHOTS, PLUS PLAYSTATION HORROR-FEST *SILENT HILL*.

NEWS P8

PLAYSTATION 2 EXCLUSIVE; STUNNING NEW SEGA COIN-OP; COLOUR GAME BOY.

MAILBAG P12

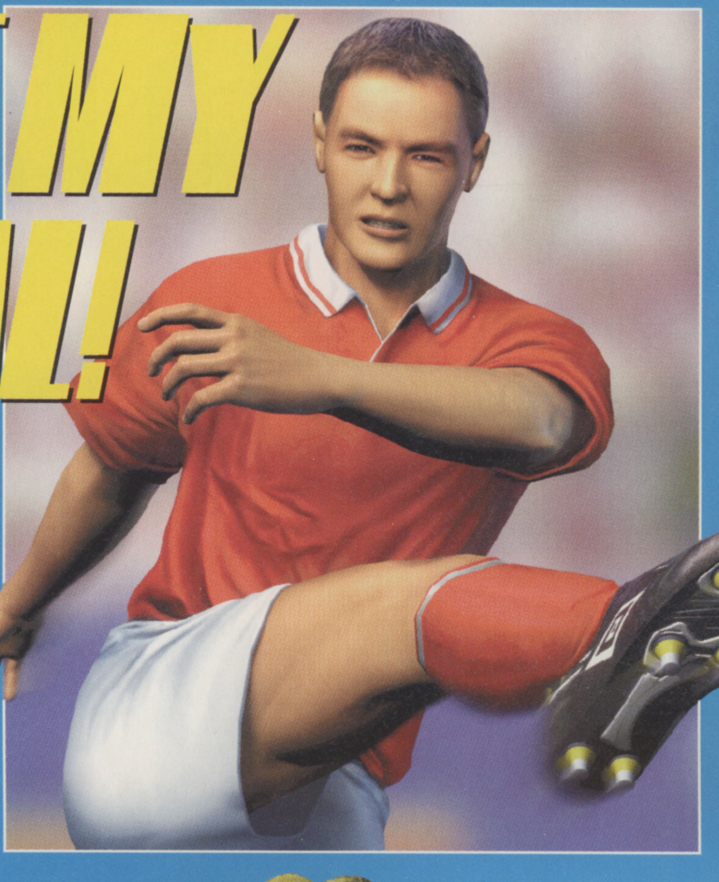
YOUR CALL ON THE SUBJECT OF GAMES. SOME OF THIS STUFF MAKES SENSE, SOME OF IT WE APOLOGISE FOR...

CONTENTS

WORK HARD! PLAY HARDER!!

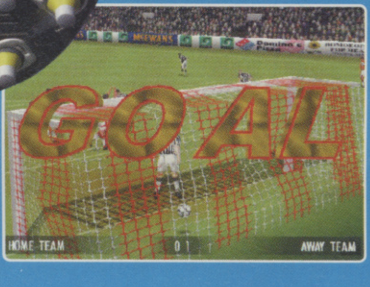
EAT MY GOAL!

COVER STORY



MILAN
MANCHESTER U V LEEDS

MANCHESTER U V LEEDS
FORMATION



P56 PlayStation PC CD ROM

CVG KICKS OFF THE NEW SEASON WITH AN EXCLUSIVE FIRST LOOK AT *PREMIER MANAGER '99*. PLUS *ACTUA SOCCER 3, WORLD LEAGUE SOCCER '99, CHAMPIONSHIP MANAGER 3*, AND *VIVA FOOTBALL*.

TUROK 2

P16 PC CD ROM NINTENDO 64

YOUR N64 NEVER LOOKED SO GOOD! MAD WEAPONS! MADDER DINOS!

ABE'S EXODDUS

P36 PlayStation

THE EVIL GLUKKONS ARE ON THE RAMPAGE AGAIN IN ABE'S HOME. AND ONLY YOU CAN STOP THEM!

SPYRO THE DRAGON

PlayStation

P50 GREAT-LOOKING PLAYSTATION GAME – IF A LITTLE CUTE. WE PUT THE PURPLE PEOPLE HEATER THROUGH HIS PACES.

1080° SNOWBOARDING

NINTENDO 64

P46 THE MOST REALISTIC 'BOARDING GAME AROUND. FIND OUT HOW MUCH FUN IT IS.

METAL GEAR SOLID

PlayStation

P20 MOST WANTED PLAYSTATION GAME IN EXISTENCE. WE SHOW YOU WHY, AND HAVE SOME FUN WITH EXPLOSIVES!

RIVAL SCHOOLS

PlayStation

P30 VICIOUS FIGHTS BREAK OUT BETWEEN RIVAL SCHOOL GANGS. GET INVOLVED OR GET FLATTENED!

COVER ART BY MALCOLM TWEEN

EDITORIAL

EDITOR:
PAUL DAVIES
PRODUCTION EDITOR:
ABDUL MONTAQIM
ART EDITOR:
JAIME SMITH
DESIGNER
TONY CORMACK
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA

CONTRIBUTORS:
JASON 'ARNIE' FRENCH, YAZ HUNTER, IRENA POGARCIC, CARL WHITE, CAPTAIN FEEL
THANKS TO:
STEVE STARVOX, MARTIN BRAMSKI, JON ROSENBLATT, DOUG BONE, MARTIN AT THE VIDEO GAME CENTRE, LEE AT GT
US CORRESPONDENT:
BRYN WILLIAMS
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial Tel:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising Tel:
0171-880 7417
Advertising fax:
0171-972 6755

CVG EDITORIAL ADDRESS:
37-39 Millharbour,
The Isle of Dogs,
London E14 9TZ

PUBLISHER:
Harry Attrill
ADVERTISING DIRECTOR:
Julie Moore
CONSUMER PROMOTIONS MANAGER:
Giuseppe Triosi
SOFTWARE ACCOUNT MANAGER:
Penny Humphrey
SOFTWARE ACCOUNT MANAGER:
Marianna Masters
MAIL ORDER EXECUTIVE:
Kathryn Clements
ADVERTISING ASSISTANT:
Annabel Green
MARKETING EXECUTIVE:
Zoe Wharnsby
GROUP PRODUCTION MANAGER:
Emma Minford
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

SUBSCRIPTION RATES
12 ISSUES UK: £18.00
AIRMAIL EUROPE: £33.00
AIRMAIL WORLD: £53.00
(includes postage and packing)

SUBSCRIPTION ENQUIRIES TEL:
01858 435 350
(9.30–5.30 Mon–Fri)

PRINTED IN THE UK BY:
Southern Print, Poole
DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994/5 ISBN NO: 0261-3597

DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

Computer and Video Games uses
DOLBY SURROUND
to ROCK to all the latest games!!!

CVG recognises all copyrights and trademarks. Where possible, we have acknowledged the copyright holder. Contact us if we haven't credited your copyright – we will always correct any oversight.

CAN'T STOP WON'T STOP

Phenomenal times are just around the corner! Solid rumours are now circulating about PlayStation 2 (April next year). Dreamcast is only a month away in Japan. There's even a British super-console primed for action some time soon.

Everyone we know is busy finding out more. No one is busier than CVG – I guarantee it. I can also assure you that the best coverage of the best games around will continue in CVG. Expert coverage, which has no equal. This is all a big accident, by the way, caused by massive enthusiasm on our part each month.

Full-on Tokyo Game Show report for you next issue. We can't wait! Hope the fun we're having here is contagious.

PAUL

BYE BYE BAD ASS BYE BYE

This guy Tom once worked for CVG. Now he doesn't. Tom's making cool comic books now. We're envious of that, but it doesn't hurt too bad. At least we get to play Dreamcast before he does.

You may remember Tom from such public sensations as Megatech (a MegaDrive magazine), Sega Magazine, Sega Saturn Magazine (same thing but fewer *Sonic* games), and as one of the protesters against the Criminal Justice Bill featured on an ITV newsreel.

CVG could never live up to Tom's former glories, we could only wait until something more glamorous came along. Which it did. Good luck Tom, from all your fans in the UK, and small parts of the world.

SIGN UP FOR THE CVG TEAM

If you think you and your mates have got anything interesting to say about CVG, and the way it brings you the information you need, fill in the form below and consider yourself hired.

Truth is we can't pay you for your time. However we can get you playing some of the biggest games in the world for free, and we'll even make the journey to your house if getting down to where we are (London) is difficult.

This is the best opportunity you're going to get to make the magazine you buy exactly what you want it to be. And we will listen.

Fill out the form, and send it in with your opinions to: **Reader Panel, CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ.** If you've got something useful, we'll be in touch.

READER PANEL VOLUNTEER

computer and video games

NAME: .... **AGE:** ....

ADDRESS: ....

....

....

TELEPHONE NUMBER: ....

CVG RATING SYSTEM

5...EXCELLENT HIGH FIVE!

Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

4...VERY GOOD

Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3...GOOD

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

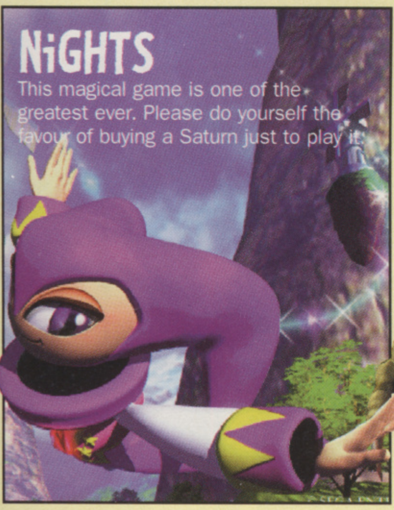
1...VERY POOR

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH

NiGHTS

This magical game is one of the greatest ever. Please do yourself the favour of buying a Saturn just to play it.

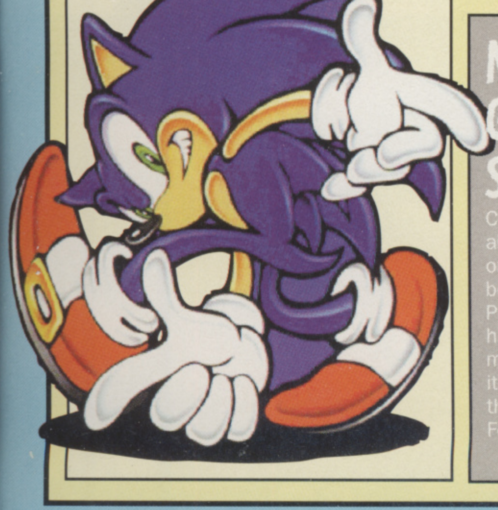


TUROK 2

A super-sharp, high-resolution, awesome-looking game on N64! We're seeing it, but we're hardly believing it! Check it out!

SONIC ADVENTURE

You've seen what all the fuss is about now. So were we telling the truth or what? Isn't this game looking truly incredible!



METAL GEAR SOLID

Can't be shy about this one. It's the best thing PlayStation has at the moment, and it's coming to the UK in February.

PAUL DAVIES

EDITOR

CURRENT FAV GAMES:
- NiGHTS
- TEKKEN 3
- BUST-A-GROOVE
- VAMPIRE SAVIOR
- RADIANT SILVERGUN

Because Tom left the magazine this month, Paul has been really gloomy. To cheer him up, everyone lost at *Tekken 3* (very convincing the tears were too), and said how we've all realised that crap old games are, in fact, great! So far, this has prevented seven out of 10 outbreaks of paranoia. But it didn't stop the one about the world suddenly losing interest in video games. Lost, but not forgotten.

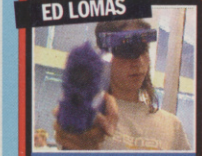
STEVE KEY

SENIOR WRITER

CURRENT FAV GAMES:
- CHAMPIONSHIP MGR 3
- ISS PRO '98
- METAL GEAR SOLID
- WCW VS NWO REVENGE
- 1080° SNOWBOARDING

Only one guy on CVG knows how to impress the ladies – and that's Steve Key. Cleaning ladies, mind. Steve's such a neat person. You rarely see him dressed in anything less than the smartest clothes (unless it's the cleaning ladies' lucky day), and his desk is immaculate. Since Steve himself is so pure, he can investigate every dirty piece of gossip and spread it around unscathed.

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES:
- NiGHTS
- BRIAN LARA CRICKET
- QUAKE 2
- DAYTONA USA 2
- N2O

Now Ed is 21 he has become very responsible indeed. He is polite to people who work on other magazines. He washes his hair every day. He consults his family on life's most important decisions – usually regarding chocolate. Ed only consumes three cans of Coke a day. Ed will not let any game which doesn't deserve four or five get more than three. The world awaits him.

ALEX HUHTALA

STAFF WRITER

CURRENT FAV GAMES:
- METAL GEAR SOLID
- WCW VS NWO REVENGE
- NiGHTS
- SONIC ADVENTURE
- 1080° SNOWBOARDING

You don't know Alex. You might think you do because you read this stuff every month, however you do not really KNOW Alex. Enigmatic characters have been and gone throughout history, and they've been pretty popular too. The Mona Lisa, The Man In The Moon – both known, but unknown. This is the fate of Alex Huhtala. Unless he gets a guitar and learns to rock.

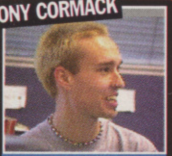
ABDUL MONTAQIM

PROD EDITOR

CURRENT FAV GAMES:
- POINT BLANK
- ISS PRO '98
- TEKKEN 3
- TOMB RAIDER 2
- WIPEOUT 2097

After all the fuss last month over *ISS Pro '98*, Abdul is now finding it hard to impress anyone with anything much. Our office cleaners are better than Abdul at *ISS*, and they're only dusting the controllers. Tony's jokes are funnier than Abdul's, and Tony's jokes have a low perceived amusement value in any part of the world. Abdul is irritated no end about his situation. The bigger they are, and all that.

TONY CORMACK

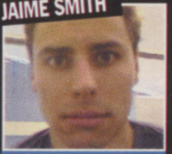


DESIGNER

CURRENT FAV GAMES:
- 1080° SNOWBOARDING
- METAL GEAR SOLID
- BRIAN LARA CRICKET
- ISS PRO '98
- COOL BOARDERS 3

Spend more money on trainers. Tony's motto. Doesn't matter, right, if the rest of your wardrobe fits you like something that doesn't fit you at all, so long as your feet are sitting snug in the skate scene's latest shopping list. Tony gets through trainers like there's no tomorrow though, because he's such a keen dancer. He also sincerely believes that there will be no tomorrow. Perhaps you do too?

JAIME SMITH

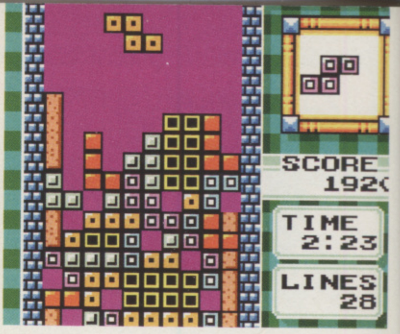


ART EDITOR

CURRENT FAV GAMES:
- NiGHTS
- MAC QUAKE
- F-ZERO X
- SF ALPHA 3
- METAL GEAR SOLID

Since Tom left CVG, Jaime has happily gone about being the hippest person on the magazine. He's the only one left to pull stupid faces, eat things you shouldn't eat, and say things you shouldn't say – all performed at once. Seriously, anything you have in your coat pocket when you happen to meet Jaime in the street (where he lives) he will devour in seconds while criticising your upbringing.

NEWS



[PLAYSTATION 2: APRIL '99!]

PlayStation 2 will be on sale in Japan in April '99, and Europe before Christmas '99. More surprising than that, it will be backwards compatible with PlayStation – you WILL be able to play all PlayStation 1 games on PlayStation 2.

The news is not official yet, BUT the rumour has become too big to ignore. That is, we're hearing the story from very reliable people within the industry, though Sony Europe will not (cannot) confirm anything.

We hear that the big announcement will come just before Dreamcast is launched in November. Obviously, this would make a lot of Japanese PlayStation fans think twice before buying Sega's new system. We also hear that PS2 is being shown to software developers, behind closed doors, at the Tokyo Game Show.

What's got to be worrying Sega the most is that Dreamcast may be in direct competition with PS2 in Europe and the US. Sony apparently intend to get PS2 on sale in the West in September – the same time as Dreamcast.

Our contact at Sony has been assured that the claims are ridiculous. "PlayStation 2 is nothing more than a project. Only a few people know anything about it – including Ken Kutaragi. The release date has got to be ridiculous." The official word from Sony's PR department is, "no comment".

SEGA
SEGA SATURN
SONY
PlayStation

Saturn lost to PlayStation because Sony marketed their machine to a new audience.

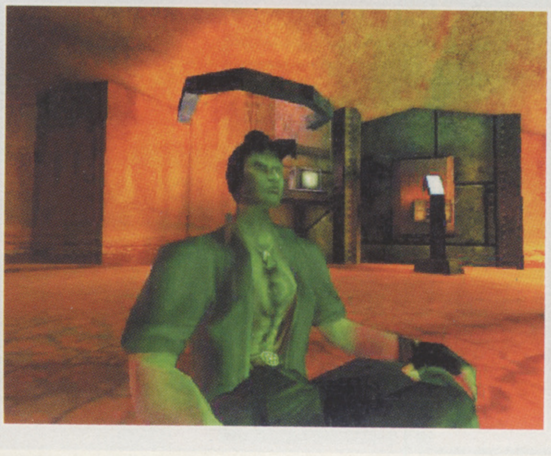
Dreamcast looks slick, and is extremely powerful. PS2 needs to be really special.

TECHNICAL PLAYSTATION 2 STUFF

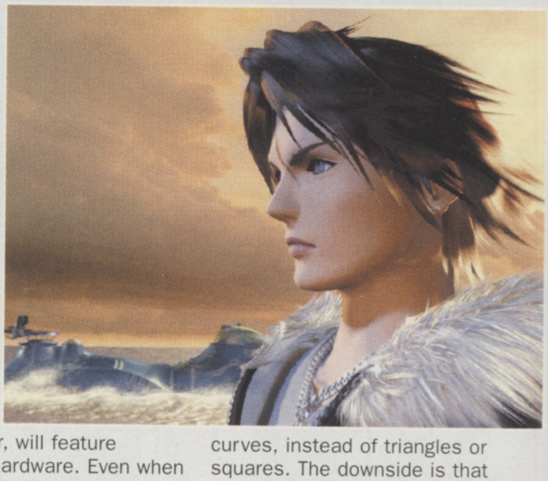
- We're told that PlayStation 2 uses DVD (Digital Versatile Disc) to store its games. DVD discs look the same as standard CDs, but hold around five times as much information.

Games like *Final Fantasy VII* will no longer require three discs, they'll just need one, which makes production cheaper, meaning cheaper games for you.

DVD also guarantees better reproduction of video footage, so that movie sequences in games will look better than Laser Disc quality.



***Prey*, from 3D Realms, will be one of the first PC games to use NURBS. Sony will be at a great advantage if they can deliver an affordable, mass market machine with NURBS capabilities.**



DVD will enable PS2 to generate CG movie sequences with no loss of quality. *Final Fantasy* movies will look as good as Disney's CG movie, *Toy Story*. The idea is just too incredible to imagine.

- PS2, we hear, will feature NURBS-based hardware. Even when you know what NURB stands for – non-uniform rational B-spline – it doesn't help much. However, graphics engines using NURBS create something which looks more natural due to models being made out of curves, instead of triangles or squares. The downside is that NURBS require a colossal amount of processing power to create interactive environments. It's likely PS2 will use NURBS to create realistic worlds, then populate them with polygon-based characters.

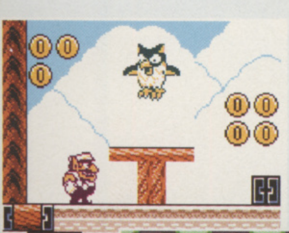
[COLOUR GAME BOY FOR CHRISTMAS]

Gaming history will be made on 27 November, when Nintendo's colour Game Boy finally goes on sale. It's affordable at £69.99, considering the benefits – great games whenever you want them, in colour, and no screen-blur, at under £25 each.

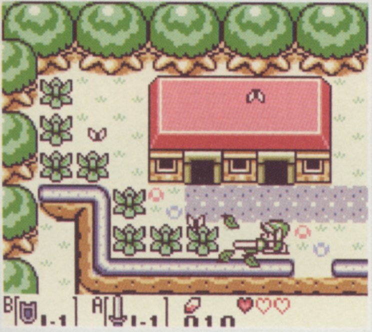
GAME BOY COLOR
Nintendo
SELECT START

Nintendo hope to have six cool (we think) games available with the machine when it goes on sale, with more to follow: *Conker's Pocket Tails* – a platform game by Rare; *New Color Tetris* [sic] – work it out; *Pocket Bomberman* – the classic puzzle game, with some nice extras; *Quest For Camelot* – action/RPG based on the up-coming animated movie; *Game and Watch Gallery 2* – fun, but basic old-skool games; and *Harvest Moon* – an RPG-style game in which you raise a farm.

All the games mentioned above take advantage of Colour Game Boy's ability to display 56 colours, from a palette of 32,000. This is a similar performance to the Super NES. Re-coloured versions of *Zelda: Link's Awakening*, and *Warioland 2* will be available in the new year. Lots more games publishers have taken an interest too, keeping Colour Game Boy healthy for a long-time.



← A clear screen makes *Warioland 2* much better.



→ *Link's Awakening* on Game Boy, now rivals *A Link To The Past* on Super NES in looks as well as gameplay.

[INTERVIEW THE METAL GEAR SOLID TEAM!]

***Metal Gear Solid* will be one of the biggest, and best PlayStation games of 1999. So how would you like the opportunity to ask the producers of the game any question you like?**

Well you can. Write your questions down and post them to us. We're expecting lots, so only the best ones will be passed on. Best thing for you to do is get your great questions to this address as soon as possible: **METAL GEAR Q&A, CVG, 37-39 Millharbour, Isle Of Dogs, London E14 9TZ.**

[NINTENDO POSTPONE THEIR SHOW]

Nintendo have postponed this year's Space World – their biggest annual event since the late 1980's in Japan. For Japanese Nintendo fans, this is almost as bad as postponing their New Year celebrations.

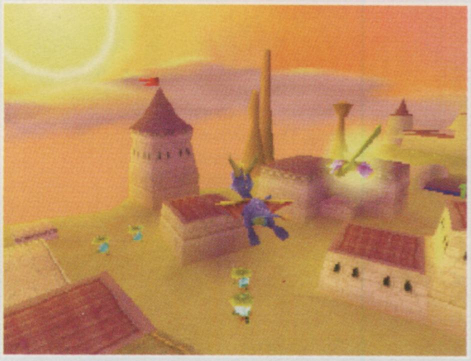
The decision coincides with a further delay of the 64DD expansion unit, and the release of the long-awaited Silver and Gold editions of Pocket Monster. Now the Pocket Monster games, 64 DD, and subsequently Space World will happen in May 1999. Makes you wonder if Nintendo are planning to announce a new machine. Well...

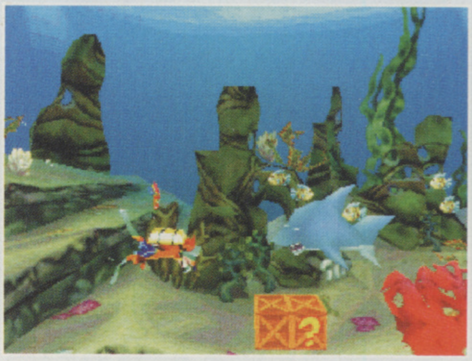
↑ Nintendo's biggest show of the year, postponed. Curious.

[GOOD PRICE FOR ISS '98]

Konami's *International Superstar Soccer '98* for Nintendo 64 is priced £39.99, not £59.99 as printed in last month's issue.

[SECRET CRASH 3 DEMO]





There's a secret demo of *Crash Bandicoot 3* in *Spyro the Dragon*, and vice-versa. These demos are unique stages of their respective games, so the only way to play them is to buy both *Spyro* and *Crash 3* and set your hardcore gaming genius at work trying to find the demos.

You might ask yourself, "Why am I doing this?", but it's the coolest secret since Romero's head on a stick in *Doom 2*.

Seeing is believing!
SPACESTATION SILICON VALLE

SEGA ARCADE BOARD ROCKS!

Twenty software developers have signed up to make games for Sega's new arcade board, Naomi. The first games to be announced are *Dead Or Alive 2* from Tecmo, and Power Stone from Capcom.

Naomi shares technical specifications with Dreamcast, the only difference is that Naomi games run on higher resolution displays than a domestic screen (TV). You already know Dreamcast/Naomi is more powerful than Model 3, but the coolest deal is the exchange of game info between Dreamcast and Naomi games via the Visual Memory System (VMS).

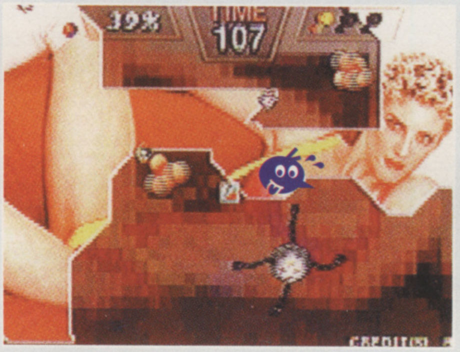
Train your fighter, tune your car, whatever, then take them down to the arcade to prove their worth. Nice.

POKÉMON POPCORN

Nintendo are rubbing their hands yet again over the success of *Pocket Monster* in Japan. Over five million people have so far paid to see the *Pocket Monster* movie, making it the sixth biggest movie of all time over there. Did Pikachu scare off the T-Rex in *Jurassic Park*? We're not sure, but it's some performance! Expect to be avoiding this sometime next year in the UK.

DOOM GENIUS FRAGGED?

We heard a shock story this month, along the serious lines that John Romero, president of Ion Storm, and co-founder of id Software, had been shot dead! All kinds of tributes started appearing on the 'net, paying tribute to the long-haired one's mighty works. Then we found out that it was another guy by the same name who had suffered the injustice. John Romero of Ion Storm is still functioning in full effect on *Daikatana*!



⇧ So when do we get to see Princess Daisy in a game like this, Nintendo? Ka-pa-paow!

NINTENDO 64 THRILLS!

The arcade system announced by Nintendo and Seta a year ago has reached fruition. The technology was unveiled at the recent JAMMA Show in Tokyo. It's called the ALECK 64, and its board is based entirely on the Nintendo 64 chip-set. Games produced for the board will also make use of the 3D stick – something the arcade scene has not seen before.

Something Nintendo 64 has not seen the likes of before is the first ALECK 64 game, *Vivid Dolls*. This is a two-player "adult entertainment" game in which you remove patterns to reveal naked girls, and you can collect secret keys to find bonus "Vivid Dolls" to add to your memories. *Vivid Dolls* is unlikely to make it to N64, but other games, such as Seta's as yet unnamed new racing game, will.

GAME ZONE AT COMET

NOVEMBER CONSOLE GAMES CHART

TRY BOTH CONSOLES OUT FOR YOURSELF IN OUR NEW FUTURISTIC CONSOLE DISPLAY AND BROWSE THROUGH OVER 75 GAMES AND A WIDE RANGE OF ACCESSORIES.

NINTENDO 64

↑	1	F1 WORLD GRAND PRIX
-	2	MISSION IMPOSSIBLE
NEW	3	BANJO KAZOOIE
-	4	MORTAL KOMBAT 4
-	5	DIDDY KONG RACING
↑	6	QUAKE 64
↑	7	SUPER MARIO 64
↑	8	WETRIX
-	9	MARIO KART 64
NEW	10	YOSHI'S STORY

F1 - FIRST PLACE ON N64!
BRIDGESTONE

TEKKEN 3 · PLAYSTATION ROCKS!

PlayStation

↑	1	ISS PRO '98
↓	2	TEKKEN 3
↓	3	WWF WARZONE
NEW	4	TIME CRISIS (PLATINUM)
NEW	5	MEDIEVIL
NEW	6	BREATH OF FIRE III
-	7	TEKKEN 2 (PLATINUM)
↓	8	TOMB RAIDER (PLATINUM)
NEW	9	MEGA MAN LEGENDS
NEW	10	FUTURE COP LAPD

THE COMET GAME ZONE CAN BE FOUND IN OVER 200 STORES NATIONWIDE. FOR YOUR NEAREST STORE CALL 0500 425 425 COMET

www.switch.co.uk
GET INTO
ANYTHING
EXCEPT THE RED
SOLO

Now you can buy
all sorts of things,

AND STILL
STAY IN CONTROL OF YOUR
BANK ACCOUNT.

For besides giving you the convenience of paying with plastic, the Solo debit card CHECKS YOUR BALANCE EVERY TIME you use it.

That way, you can't SPEND more than you have in your account. And with over 200,000 shops accepting Solo you won't be short of places to USE IT, so look out for the purple sticker.

Try it and SEE for yourself.

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

IN ASSOCIATION WITH COMET GAME ZONE

As the cold winter nights draw in, that crappy jumper you got for Christmas gets dug out of the wardrobe and soup sales go through the roof. But Mailbag remains the same, reliable source of opinion, humour and everything that's topical in the world of video games. Not like our weather, which is anything but reliable and never stays the same from one day to the next. Anyway, remember that unless you specify otherwise, we'll print all e-mail addresses of letters we receive.

WALK THE PLANK

Dear CVG,
When computer games magazines print warnings about the dangers of using pirated games, I used to think they were just saying that just to stop a games company losing money. But the truth is that they were right. I sold my PlayStation to help pay towards a PC, which I thought would be great as I knew people who could easily get me free games. I was given a pirated copy of *Tomb Raider 2* recently, which I thought was fantastic as I got it free. But when I installed it, I realised I was better off spending the cash on an official version of the game. Why? Because the quality of the pirate version was a pile of horse-cack! First of all, there was no music. Then I realised that the cut scenes had been left out, so I had no idea of the storyline. This made the game very dull. The main problem though was that my computer has started to crash frequently since I installed the game. I think I'll take more notice of what magazines tell me from now on.
Martin Cobb, Sherwood, Nottingham.

CVG: The reason you got such a duff game is because pirated versions are usually taken from unfinished versions of the actual game. Even less reason for you lot to use pirated games.

MORE PARENT AGONIES...

Dear CVG,
A few days ago, my mum did the most silliest thing ever. I had just bought an incredible Sony PlayStation and thought I didn't need my NES anymore. So I advertised it with two games for just £20.00. Apparently, while I was at school, someone rang up asking for it, so my mum naturally said that it was at our house and that he could come round whenever he wanted. When I came home from a hard day at school, to my horror my mum didn't sell my NES with two games, but she gave him the PlayStation complete with *Kula World* and *Wipeout 2097*. But the worst thing is, the bloke got it all for JUST TWENTY QUID!!!! Just watch your backs, cos your parents might be invaders who want to ruin your lives.
Joseph Kelly, Warrington.

CVG: Look on the bright side. Ed's mum sold his Commodore 64 and 100 games for £2. At least you made more money!

MR BIFFO CHOMPS SCROTE SCRAPINGS!

Dear CVG,
Have you heard what Digitiser were saying about the Sonic Team? They were saying that they hoped Sega weren't doing *Sonic Adventure* on Dreamcast because they think games like *NiGHTS* and *Sonic 3D* were rubbish. *NiGHTS* is awesome and *Sonic 3D* wasn't made by the Sonic Team anyway. Digitiser then went on to say that *Sonic 3D* was the last Sonic Team game (again, remember it wasn't by Sonic Team). Get it right, Digitiser – *Burning Rangers* (which they still haven't reviewed, and which you gave a fair mark) was the last one. They also said that *Sonic Adventure* sounded rubbish. Digitiser must pay for this insult to one of the world's best software developers!
Michael Bell, MBell40306@aol.com

ED: Here's a simple solution for everyone who's got a problem with Digitiser – don't waste your time reading it. And you're right, Michael – Sonic Team kick ass!

SOMETHING FOR DA HONEEEEZZ

Dear CVG,
I am a 13-year-old girl who until recently thought game consoles looked good but were a waste of money. About a week ago I was browsing through the magazines in my local newsagents and found CVG. I thought it was absolutely great and I am now saving up for a PlayStation!
Kelly Bond. No name and address supplied.

CVG: She must have seen pictures of our gorgeous selves in the editorial section.

... THEN TWO COME ALONG AT ONCE!

Dear CVG,
I am a girl game player. Yes – a girl game player! And I am sick of the boys telling me that girls are rubbish at using computers. In actual fact, we aren't.
I came 6th in the *Tekken 3* tournament in Namco World, beating at least 10 other boys in the process. I was also the only girl who bothered to take part.
Also, I don't see many girls' letters in your magazine. Is it because you are sexist, or is it because not many write in? I am as good as any boy game player at any game.
My point is that it doesn't matter which gender you are if you play games, it's how you play them. I am your biggest girl CVG fan.
P.S. I think Tom Guise is very cute.
Toya Wallen, Sydenham, London.

CVG: Oh dear. She fancies Tom Guise! If you heard his amazing dream or bowel stories, you'd soon be put off. As far as your gaming skills are concerned, we'd be the first to say girls can be as good as – or even better than – boys at games. But we don't hear of many.

NO, NO, NO, NINTENDO!

Dear CVG,
I'd just like to make a quick response to Shelly Friend, Nintendo PR Manager (who explained in CVG 202 that Nintendo's release schedule is still something to get excited about).
In the past three years, I have bought some 40 PlayStation titles, 30 Saturn games and only ONE Nintendo title (*Goldeneye*). I will admit that Goldeneye was superb and I myself voting it number one in the CVG All time 100 games list. However, the catalogue of cutesy characters and boring platformers (Mario and Banjo) just isn't good enough. The only game on the horizon that I might be tempted by is *Zelda*. That would be two games in two years. Dreadful!
Paul Bannon, Co. Donegal, Ireland.

CVG: It seems that not everyone agrees with you as Banjo Kazooie has rocketed to the top of the all formats sales chart and stayed there for a couple of weeks!

IMPOSSIBLE I TELL YOU!

Dear CVG,
I am writing to complain about the amount of Saturn coverage in your magazine.
For example *Radiant Silvergun* got 5/5 but you only gave it half a page, whereas *Mission:*

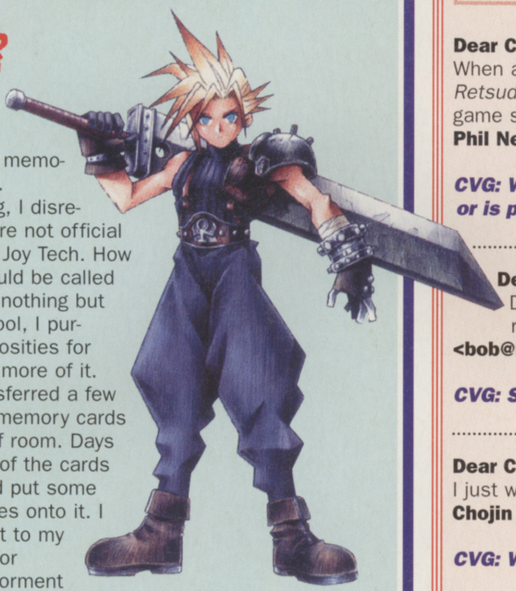
WIN A CONSOLE AND FIVE GAMES

COMET
SPONSORSHIP

At Comet Game Zone you can try out the latest games on the top two consoles on the market - Nintendo 64 and PlayStation - before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.

COMET STAR LETTER

MEMORY LOSS?



Dear CVG,
A few weeks ago, I was in Blockbuster renting a game, when I spotted some memory cards going on the cheap. Thinking only of the price tag, I disregarded the fact that they were not official Sony products, but those of Joy Tech. How ironic that the company should be called Joy Tech when it bought me nothing but grief and anguish. Being a fool, I purchased two of these monstrosities for tenner, and thought nothing more of it. Upon returning home, I transferred a few saved games onto the new memory cards to give my Sony card a bit of room. Days later, tragedy struck as one of the cards was blank even though I had put some *FFVII* and *Vandal Hearts* saves onto it. I was not amused, so I gave it to my brother. For my next crime, for which I shall suffer eternal torment in the fiery pits of Hell, was to put my game of *Gran Turismo* on the remaining card, only for that to do a Houdini on me as well. Please find enclosed the offending material, which I destroyed with a hammer in a fit of rage. The moral of the story folks is to ALWAYS BUY OFFICIAL, or run the risk of being screwed out of your cash.
Robin Thomas, Gloucester.

CVG: Not only was it funny to see the actual smashed-up memory card arrive in the post, but also the fact that Robin gave the other dodgy one to his brother! How about that for family love!

Impossible got 2/5 and got three pages? Please explain.
Richard Ewing, Gainsborough, Lincs.

CVG: The problem with Radiant Silvergun is that it's never going to be officially released over here. So there seems little point in us taking up three or four pages on a game most of you will never get to see. Mission: Impossible was one of the biggest games around at that time, so it had to get the coverage.

THE CRAZIEST LETTERS IN THE WORLD... EVER! PART 6438

Dear CVG,
When are you going to do a feature on *New Japan Pro Wrestling: Toukon Retsuden 3*? It's an ace game on PlayStation import. The new *WWF* game sucks!!
Phil Nelson, Birmingham. <nelson@nelson.powernet.co.uk>

CVG: We're unlikely to feature it – unless it comes out over here or is popular on import.

Dear CVG,
Do u like nuts I do and I have a dog called biff from Gareth Row row row your boat gently down the stream.
<bob@mandat.globalnet.co.uk>

CVG: Spam this man!

Dear CVG,
I just wondered what your view is on the current emulation scene?
Chojin Kibagami <osaka-chojin@geocities.com>

CVG: Why would you want to emulate a current?

Dear CVG,
You've said before that playing Japanese rumble analogue compatible controllers with PAL analogue compatible games will cause a PAL PlayStation to blow up. I was wondering, what about playing Japanese/USA analogue rumble compatible games with the new English rumble analogue pad?
Jonathan Teoh, London

CVG: Using Japanese or American analogue rumble compatible games with the new English rumble analogue pad should be alright.

Dear CVG,
I think you're dead right to treat games as being 100% pure fun, instead of being like all those "serious" mags. We don't play games and start looking at the technical side of things – that's for people who are making the games!
Karl Kent, Lancashire

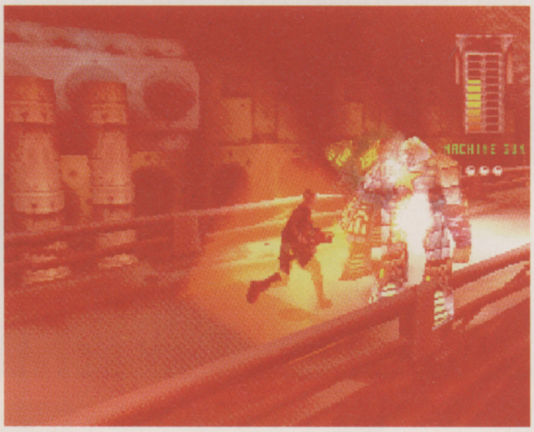
CVG: You're right there, Karl. Remember, we're the first mag in the whole wide world to treat computer games as fun.

DON'T TRY AND MANIPULATE US WITH YOUR LARGE BOSSOMS!

Dear CVG,
I am writing to complain about games makers' cheap way of exploiting customers by featuring female characters with unfeasibly large bossoms to sell their rubbish games. The result of this obsession with female body parts is that games developers can put more effort into creating the characters' breasts than the gameplay.
For example, would Lara Croft, from the hugely successful *Tomb Raider* games, have sold as well had she had a small chest, wore a jumper and baggy trousers?
The answer is obviously "No". So let's have more gameplay and less big breasts.

Yours overflowingly, The Red Alert Master, aka Gwilym John.

CVG: Whether gameplay always suffers as a result of big bossoms is hard to say – after all, Dead or Alive is a pretty cool fighting game. The Tomb Raider games are hugely popular, and it can't be just because of breasts. Developers who rely on big breasts usually make tits of themselves, because nobody buys their games.



85% COMPLETE

PlayStation

3D SHOOTING

BY NEVERSOFT

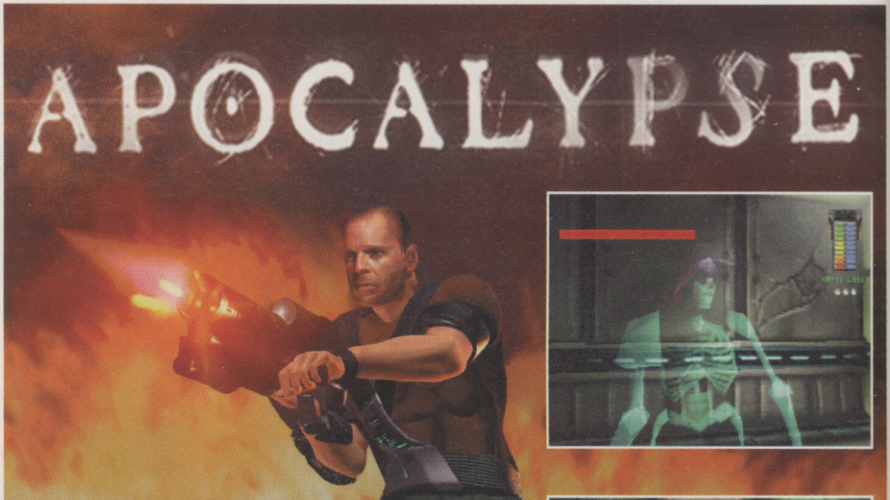
NOV RELEASE

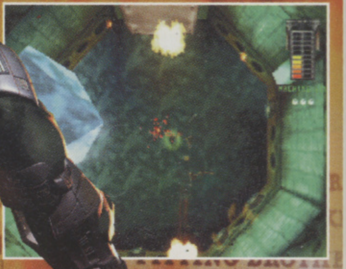
1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD

- RELEASED BY ACTIVISION
TEL 01895 456700

You've watched his movies since you were a kid, and you've always wanted to be like him. Now you can. Activision is proud to present:

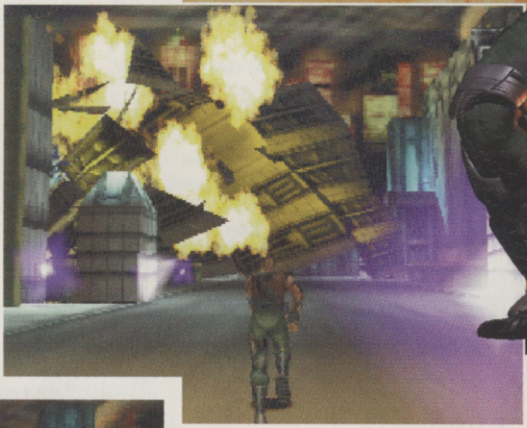




This game has been in the making for years. Originally designed to have Bruce as the 'buddy' to the main character – you. But after a troubled development, now you *are* Bruce! *Apocalypse* is a 3D platform game of the *Smash TV* and *Robotron* kind, with the same twin-stick control system – the more you shoot, the merrier. And shoot is about the only thing you'll do in this game, but there's nothing wrong with that now, is there?

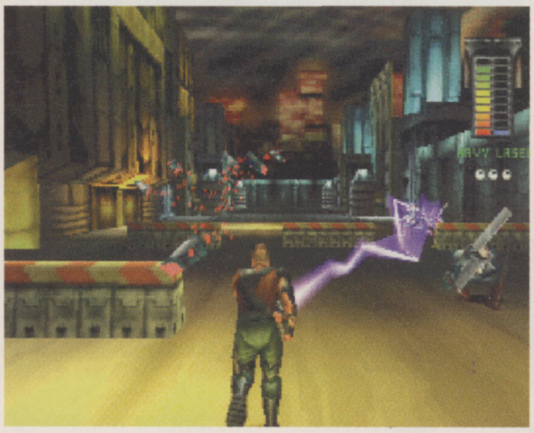
DIE HARD

A harrowing story of one man fighting to save mankind in the apocalyptic world of future. The man in question is Trey Kincaide – that's Brucie to you and me. This *is* the judgment day and Brucie has to fight rabid dogs, zombies in sewers, lots of "universal soldiers" and armoured vehicles. And that's just for starters! After he's dealt with all that, he has to face each of the four horsemen of the apocalypse. Will Bruce save the day again? Will there be a happy ending? Did you see *Armageddon*?



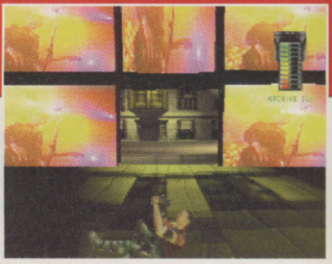
A building blows up. Bruce just smirks.

Shoot first ask questions later. Questions? Forget it – just shoot!



WITH A VENGEANCE

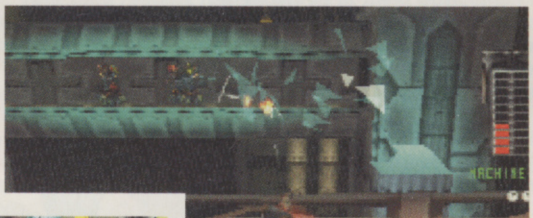
A cool thing happens in the open levels of the game, like the city streets for example. You get huge video screens blasting music videos when you get near them and the volume drops as you walk away. Bruce has never been much of a dancer himself, but he can't resist the opportunity to roll with it. Just kidding – he doesn't really dance, but there *are* music videos.



The videos play and Bruce just freaks out. Well he does if you press the roll button anyway.

DIE HARDER

Apocalypse starts with Bruce shooting his way out of a prison. At the beginning he is equipped only with a machine gun and a couple of smart bombs. Soon enough Brucie starts finding all sorts of fancy weapons that have limited use. Don't worry, they'll crop up again. So we've got flamethrowers – and zombies really don't like those. Then there are rapid green and wavy purple lasers, homing missile guns and rockets. Nice.



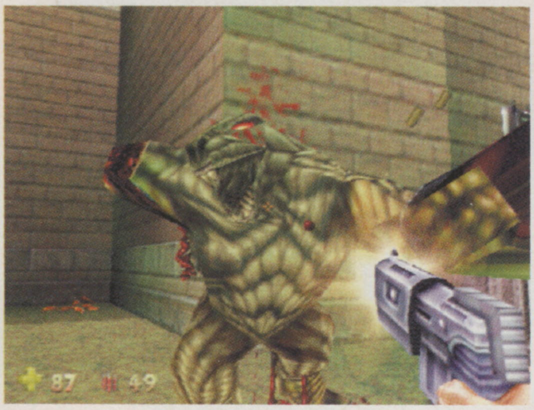
Run about, shoot things, shout wisecracks. Bruce is just perfect.

12 MONKEYS

Apocalypse isn't going to win the Nobel Peace prize or anything – it's pure mindless shooting action. But ask yourself one question: can you resist the opportunity to be Bruce?

THERE'S A NASTY LITTLE BUG GOING AROUND
TOTAL 64 MAGAZINE
92%
64 MAGAZINE
90%
BUCK BUMBLE
PESTICIDAL MANIAC
COMING SOON FOR THE N64
www.ubisoft.co.uk
NINTENDO 64
Ubi Soft ENTERTAINMENT

© 1998 Argonaut Software Ltd. All rights reserved . Published by Ubi Soft Entertainment
Nintendo ®, Nintendo 64, Nintendo and N are trademarks of Nintendo Co. Ltd.



80% COMPLETE

NINTENDO 64 | CORRIDOR GAME | BY IGUANA
PC CD ROM | OCT RELEASE | 1-4 PLAYERS

- N64 AND PC CD-ROM PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART+JUMPER PACK
- RELEASED BY ACCLAIM TEL 0171 344 5000

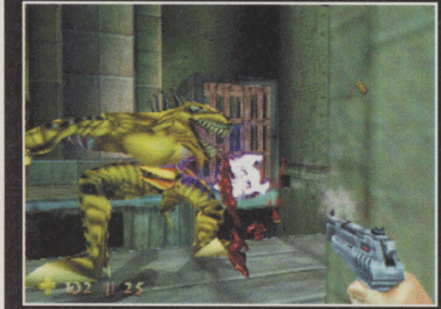
Little lost children need rescuing and big bad dinosaurs need blasting. You're the man for the job!

TUROK 2

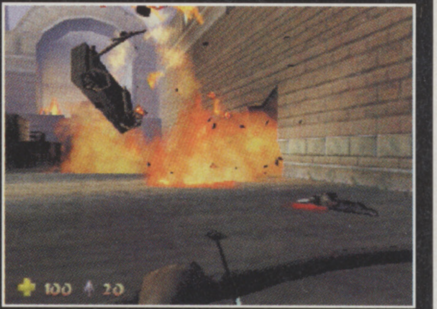
Both the Nintendo 64 and PC CD-ROM versions of *Turok 2* are coming along very nicely now. The game should be finished in time for a full review next issue, but for now we're going to update you on some of the more interesting new features. As if the early Nintendo 64 version we previewed in issue 201 wasn't impressive enough, Iguana have become the first team to use the console's Jumper Pak expansion port to allow more memory to play with. And they've used the extra power to good effect, running the game in an excellent high-resolution mode to make the graphics look sharper than ever. Check it out!

NATURAL BEAUTY

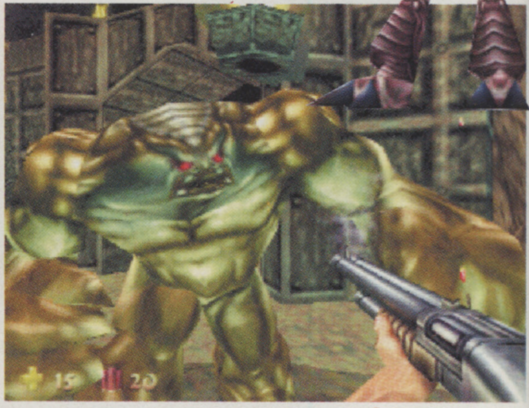
Turok 2's graphics are particularly good now – even better than when we first saw the game a few months ago! Both the Nintendo 64 and PC CD-ROM versions have high-resolution graphics with all manner of fancy effects such as real-time coloured lighting and real-time shadows. The levels are also a lot more detailed now, with some fantastic architecture. Although the outdoor sections are all very foggy, they still look great, and seeing massive structures emerge slowly from the gloom can be very atmospheric.



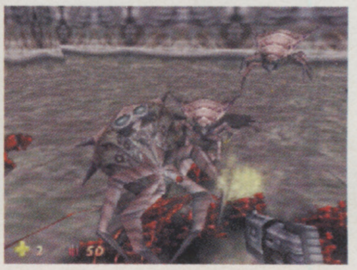
The coloured lighting and subtle use of shadows makes everything look solid.



Set pieces such as these explosions at the start enhance the atmosphere.



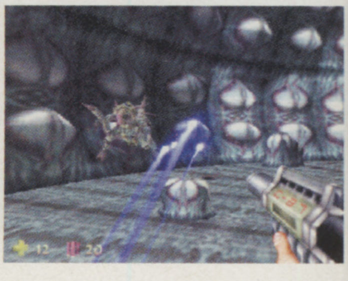
In an ideal world you'll never see one of these guys this close up. Run away now!



Ick! These disgusting little alien mites get everywhere. Wipe them out!

"HELP ME, TUROK!"

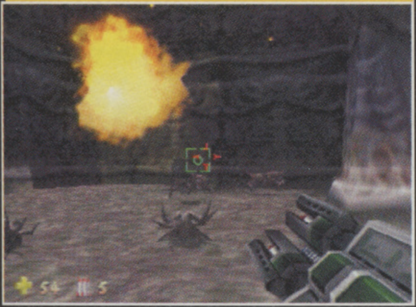
One of Turok's new tasks is to rescue captured children hidden around the game world. You'll hear their cries for help long before you see them, and you'll need to listen carefully to work out exactly where the sounds are coming from. You'll need to solve a fairly easy puzzle to get the kids out of their cage. It's well worth rescuing them just for the delightful "Thank you, Turok!" sound you get as you release them. Aaaah.



EVEN MORE WEAPONRY

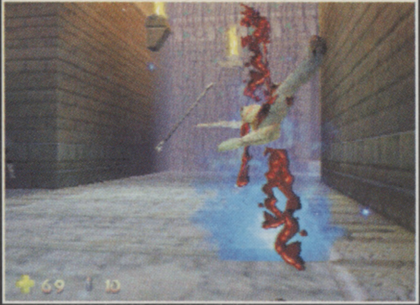
Most of the weapons are now in the game, though the biggest and most impressive are yet to be completed. Here are a few more of the fantastic guns you'll get to use in *Turok 2*:

SCORPION LAUNCHER



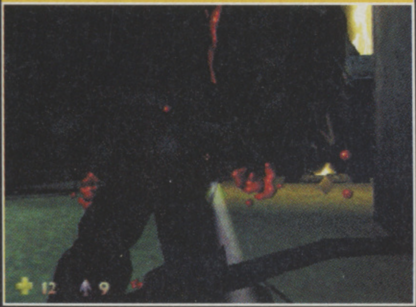
This fires four missiles at once, which weave in and out of one another as they home in on a target.

TEK ARROWS



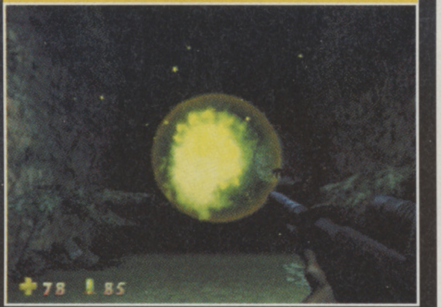
These stick in an enemy, charge up, then explode in a flash of blue light. Very powerful and very cool!

STANDARD BOW



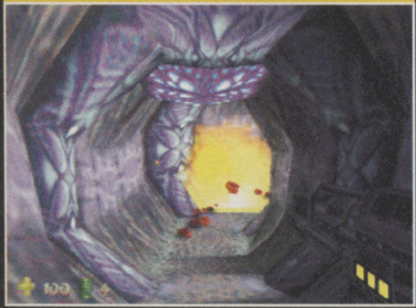
Any arrows you fire can be collected and re-used, even when you have to collect them from a dead monster.

PLASMA RIFLE



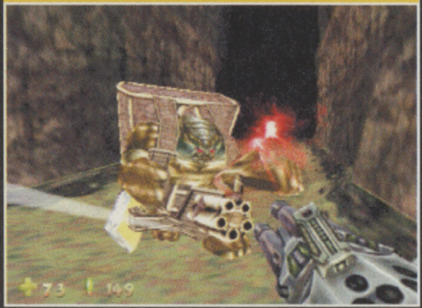
Fires a bolt of green plasma which explodes on contact. This can send enemies flying through the air!

GRENADE LAUNCHER

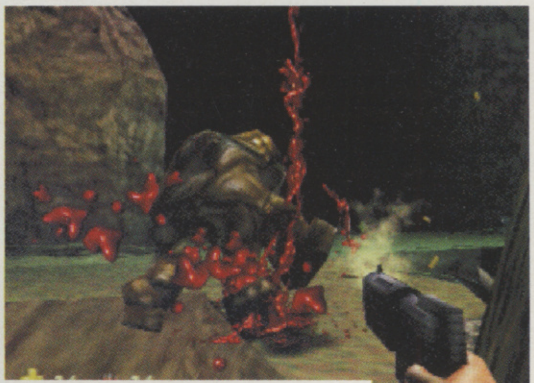


The grenades bounce all over the place before exploding, and leave a yellow trail behind them.

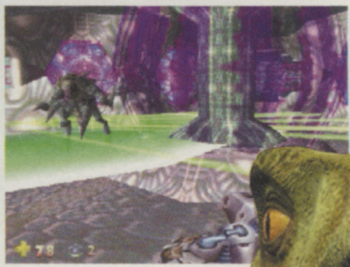
FIRESTORM CANNON



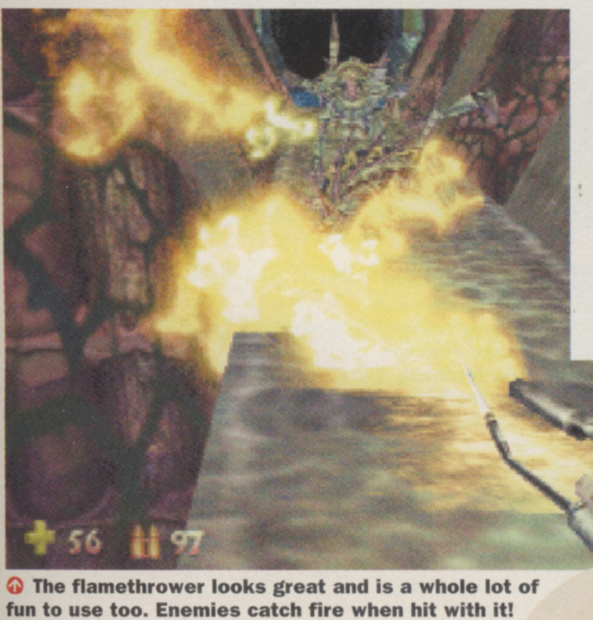
This rapidly fires red bolts of energy. It looks especially impressive when used in dark rooms.



There's lots of blood, but you can turn it off if you find it too scary.



This is the PFM Layer. After a few seconds, the mines explode and send out streams of green plasma energy. Coolio!

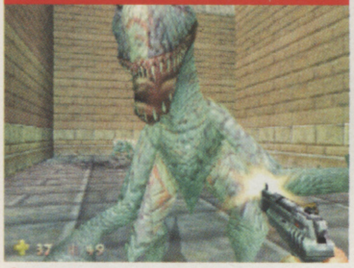


The flamethrower looks great and is a whole lot of fun to use too. Enemies catch fire when hit with it!

MEAT-EATING... MEATOSAURUSES

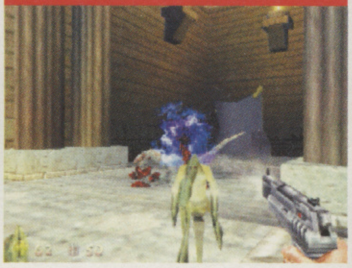
There are a few new enemies in the latest versions of *Turok 2* as well. Some of them are regular dinosaurs, but most of them are strange alien mutants armed with some ferocious weapons. Don't bother finding out where they're from – take them down as soon as possible!

VELOCIRAPTOR



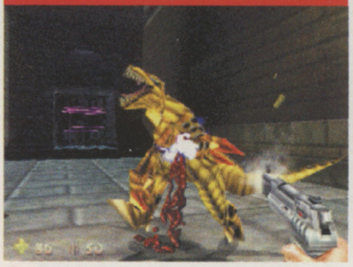
These standard velociraptors are extremely quick, and can jump onto your face from right across the room.

COMPY



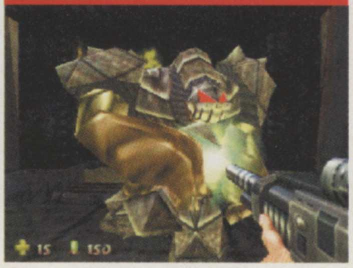
The tiny 'compys' from the *Jurassic Park* movies run around in packs, swarming all over you. Little gits!

FIREBORN



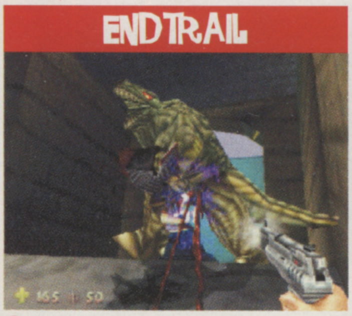
These guys are quick, and run close so that they can swipe at you with the sharp claws on the end of their long arms.

JUGGERNAUT

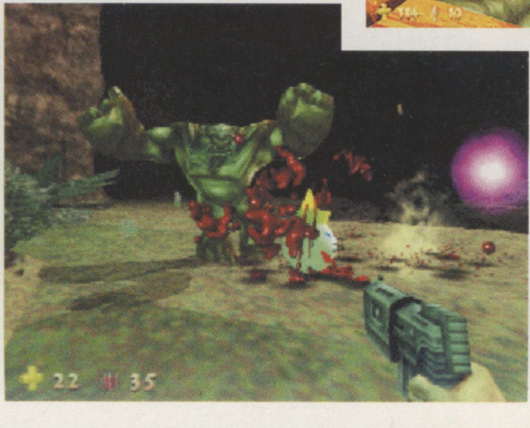


A big, scary dude who wanders around looking for heroic indian warriors such as Turok to beat up with his giant sword. Beware.

ENDTRAIL



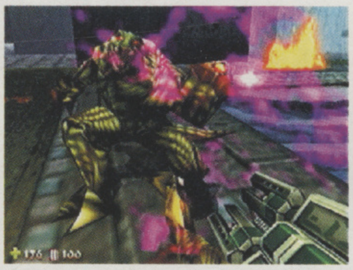
This big mutant stomps around, using his hand-cannon to lob green laser shots at you. Keep moving and fire back!

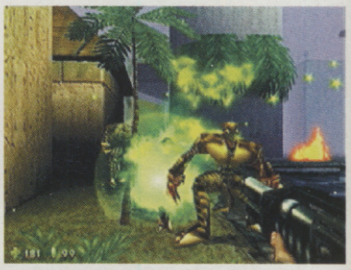


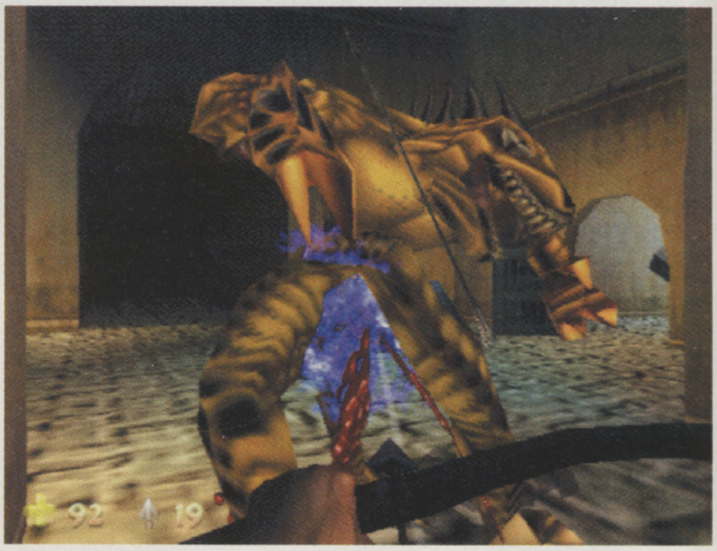
Each enemy casts their own shadow which moves around on the floor as glowing shots fly past. Tasty!

PC POW-WOW

The PC version of *Turok 2* is coming along very nicely too, and uses various graphics accelerator cards to the max. All the PC game's features are the same as the Nintendo 64 version, apart from the multiplayer mode, which lets up to eight people play at once through a local network or over the internet. Also, using a mouse and keyboard combination to control Turok himself gives the game a slightly different feel.



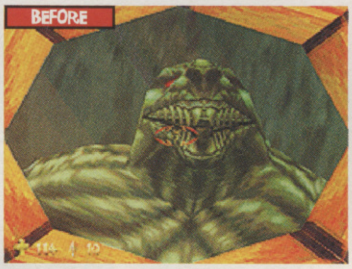


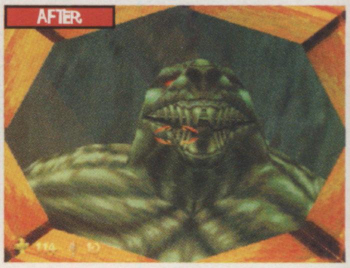


The high-resolution mode makes *Turok 2* one of the best-looking console games yet seen. The final version should be even better!

KRIS KROSS'LL MAKE YA... JUMPER! JUMPER!

To get *Turok 2*'s impressive high-resolution graphics running on the Nintendo 64, Iguana have taken advantage of the console's as yet unused Jumper Pak expansion port. The Jumper Pak will come with the game (included in the proposed £39.99 price), and will fit in the port under the flap on top of the machine, in front of the cartridge slot. The extra memory it gives the console means that the game runs in a lovely high-resolution mode, with far smoother movement than would normally be possible!



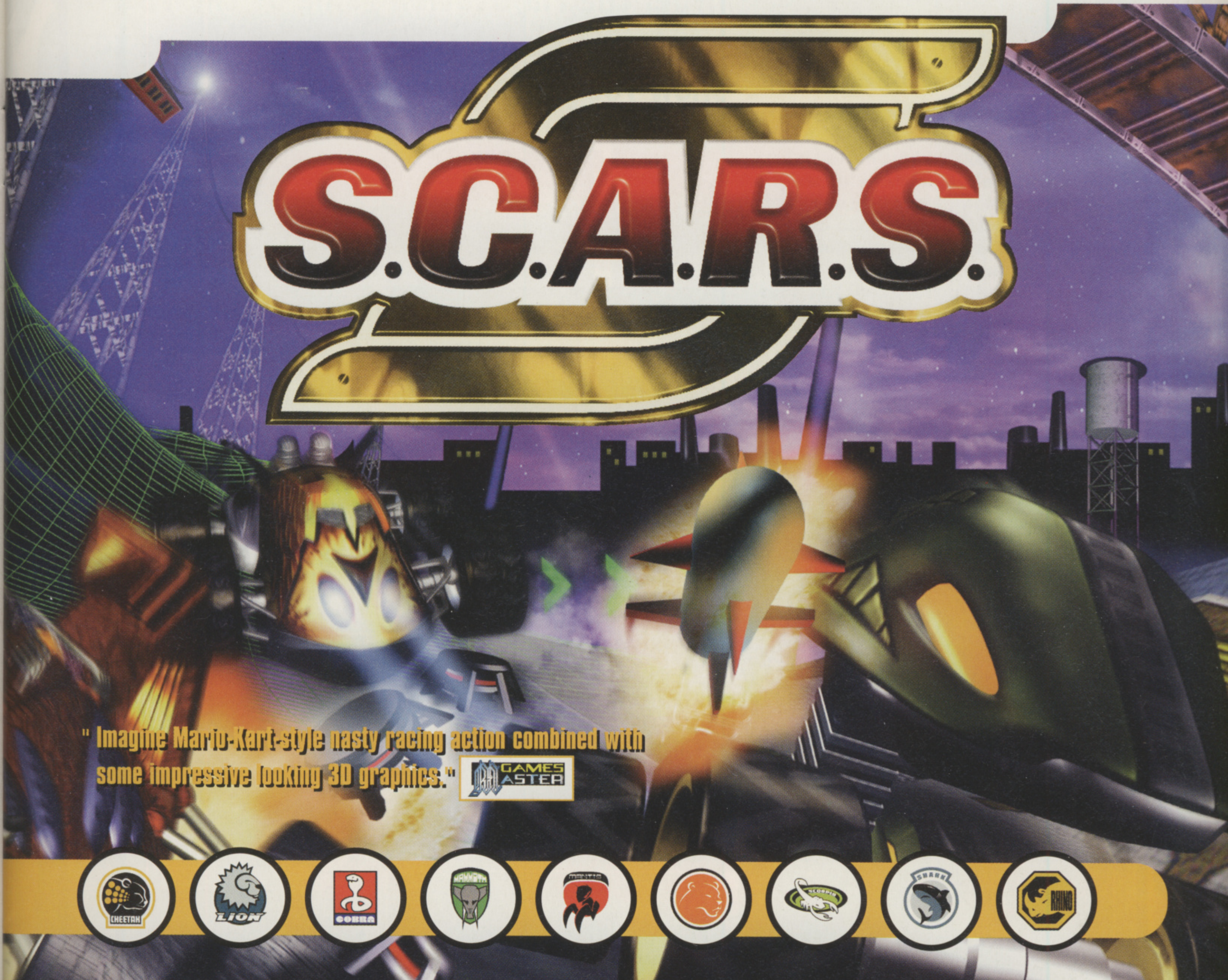


You can see the difference the Jumper Pak makes from these pictures. The textures are far better with the add-on.

CVG NO SPEAK WITH FORKED TONGUE

Turok 2 is very nearly finished, so we'll certainly have a final reviewable game ready for next issue. It's looking great already, but it'll be interesting to see how well the finished article plays.

IT MAKES THE REST LOOK TAME



" Imagine Mario-Kart-style nasty racing action combined with some impressive looking 3D graphics." GAMES MASTER

" Looks a peach and the mad battle-racing is a riot." PlayStation Power

It's here! The racing game that makes the others look like a drive in the park. Half animal, half machine these cars are ready to rip the road to shreds. In a no holds barred adrenalin charged speedfest, you can take on 4 players on split screen on the PSX and N64 with multi player mayhem on the PC. Dual Shock Compatibility, staggering 3D graphics and sheer driveability make S.C.A.R.S. a game that will really leave its mark.

4 PLAYER
PSX & N64

NINTENDO64

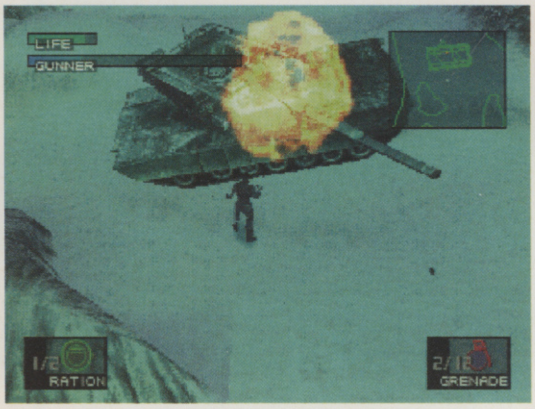
PlayStation

PC CD-ROM

©1998 Vivid Image Development Limited. All rights reserved. Graphics and sound copyright Vivid Image and Ubi Soft. Published by Ubi Soft Entertainment Ltd., Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX • Tel: 0181 944 9000 • Fax: 0181 944 9300 • e-mail: techsupport@ubisoft.co.uk • http://www.ubisoft.co.uk
©1998 Ubi Soft Entertainment. All rights reserved. The '' and 'Playstation' are registered trademarks of Sony Entertainment Inc. N-Cube, Nintendo and Nintendo 64 are trademarks of Nintendo Co. Ltd.

vivid image

Ubi Soft
ENTERTAINMENT



100% COMPLETE
PlayStation

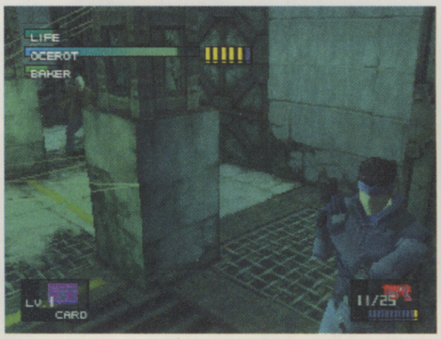
SURVIVAL ESPIONAGE | **BY KONAMI**
WINTER RELEASE | **1 PLAYER**

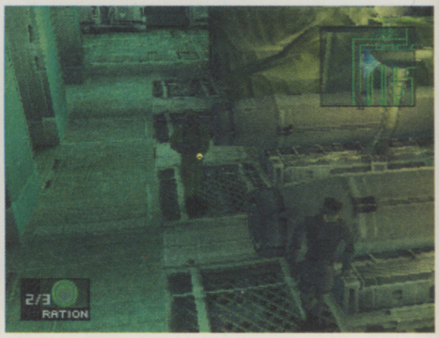
- MSX & NES VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CD'S
- RELEASED BY KONAMI TEL 01895 853 000

After months of waiting, and tons of hype, the PlayStation game of the year has been released – in Japan! Allow us to show you just a little bit more.

TACTICAL ESPIONAGE ACTION METAL GEAR SOLID

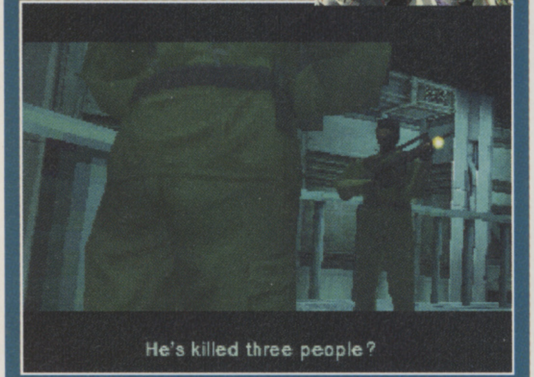
For those that arrived late, here's the story so far. Terrorists have stolen a nuclear weapon and infiltrated a top-secret military installation in Alaska. The terrorists have identified themselves as Foxhound, a special troop whose members received gene therapy. You are Solid Snake, an ex-Foxhound member who must now combat his old colleagues. You have 24 hours to infiltrate the base, eliminate the terrorists and disarm the nuclear missile. Are you feeling lucky?

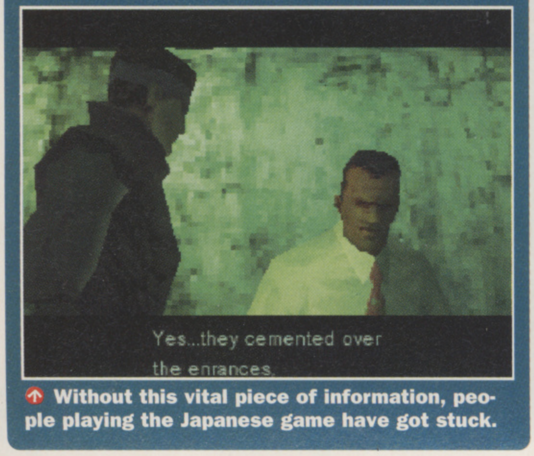




DON'T CALL US, WE'LL CALL YOU

We've been inundated by calls and mail at the office by hundreds of you who have already bought the game on import. All we can say is, if you don't know Japanese then don't buy it. You're spoiling not only the game, but one of the greatest game stories ever told. The dialogue and information that other characters in the game share with Snake is both extensive and vital in some sections for progress. Without the dialogue you're only getting half the game – seriously. Real-time cut-scenes can last up to 10 minutes as Snake learns new information.

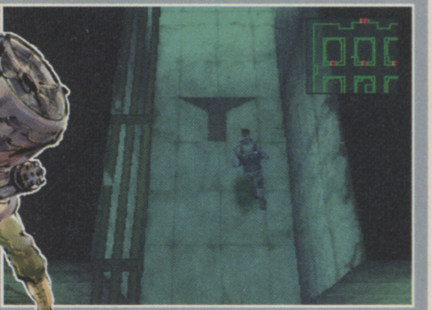

He's killed three people?

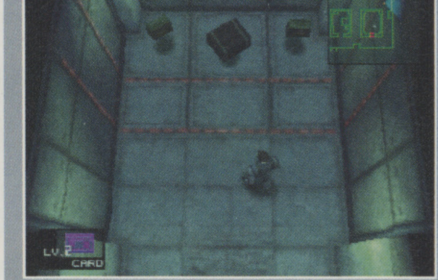


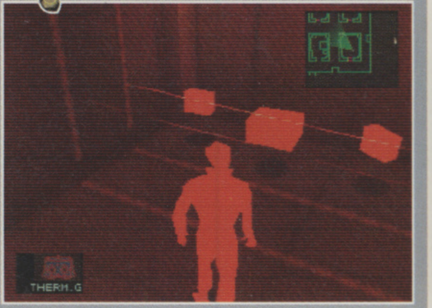
↑ **Without this vital piece of information, people playing the Japanese game have got stuck.**

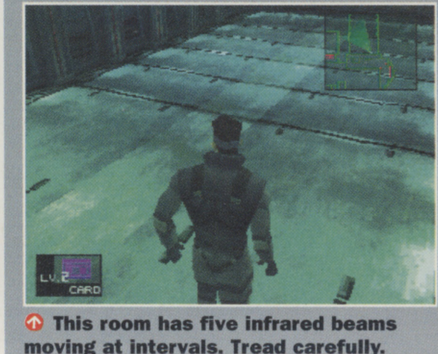
A WHOLE NEW WORLD

Not only is the military base you're trying to infiltrate full of heavily armed guards, but the quieter corridors and rooms could be host to some well-concealed booby-traps. The first you'll encounter are trap-doors concealed in the floors of a very innocent-looking room. There are also alarms triggered by infrared beams littered around the base. If you make a habit of checking a room out with thermal goggles, all these traps can be easily negotiated.

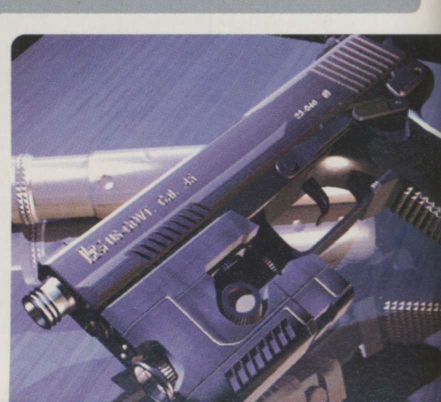








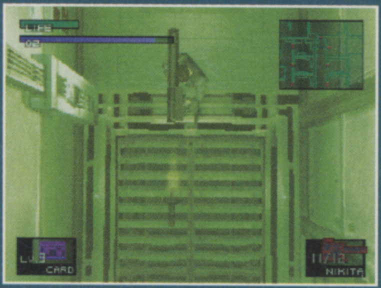
↑ **This room has five infrared beams moving at intervals. Tread carefully.**

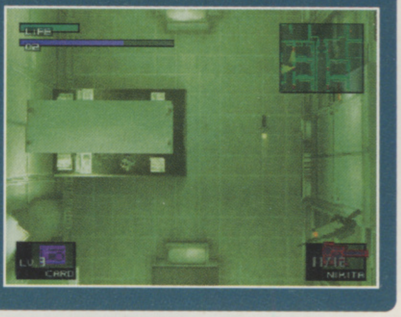


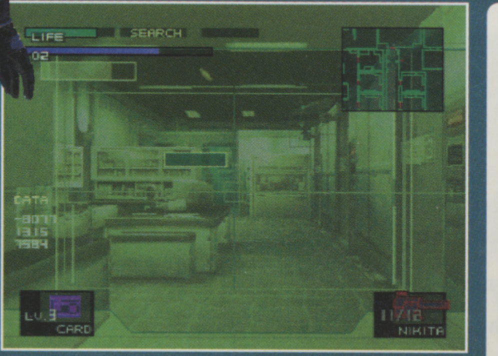
Resident *Evil* **revisited? The story is just as good.**

LA MISSILE NIKITA

In our interview with the game's director, Hideo Kojima, in issue 201, he told us how he's influenced by films, and that one of his favourite directors is Luc Besson. You won't need to look hard in the game to find the proof. The Nikita missile is a homage to Luc Besson's film of the same name. It's a remote-controlled missile that can be directed from overhead or first-person views. It also travels very fast and turns sharply, so you'll need practice to guide it to a chosen target.

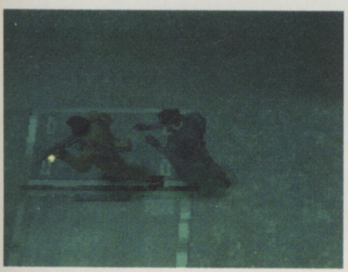




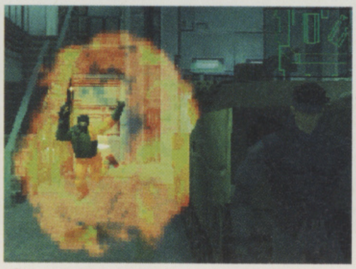


Guide the missile with a first-person view. Watch out for the security cameras.

LIFE
LV.3
CARD



Plant C4 on the guard's back...



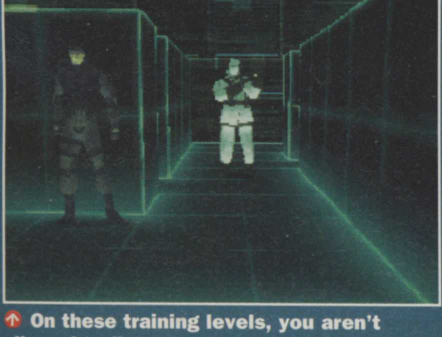
...and watch the fireworks!

BEL BIV DEVOE AND NEW ADDITIONS

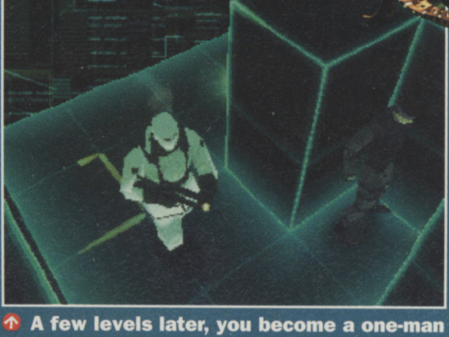
We have learnt from our friends at Konami that there are plans to include some extra features in the Western version of the game that are absent from the original. The first addition is a ranking mode. Although details of how this will work still haven't been finalised, we believe it will work in a way similar to *Resident Evil 2*, with a score table showing how long it took to complete the game, and how many saves you used. Unlike *Resident Evil*, there won't be any secrets unlocked for finishing the game in a certain time. The other addition will be different difficulty settings. Again, details of how this will be implemented haven't been finalised, but Konami are looking into the possibility of reducing Snake's health, or perhaps increasing the guard's field-of-vision.

BACK TO SCHOOL

We thought the opening section of the game was perfect at allowing players to get to grips with the control system of *Metal Gear Solid*. Obviously not, because Konami have included an incredible VR training mode. Consisting of 10 levels, it allows you to learn how to stay concealed and evade guards. Complete the 10 simple levels to unlock a time attack mode. Complete this and you'll access even more modes. And given that there is another option on the menu screen labelled "special", with details about the original Metal Gear games, these aren't the only secrets the game is likely to offer.



On these training levels, you aren't allowed to fight the guards. Wait 'til later.



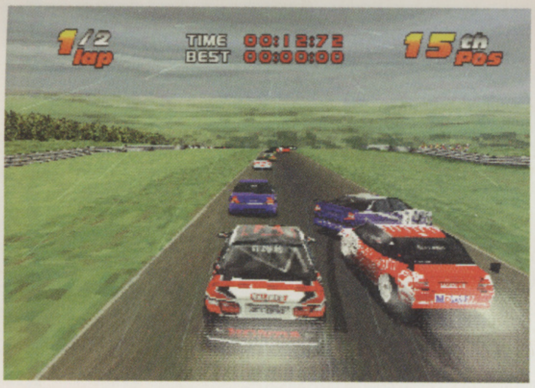
A few levels later, you become a one-man killing machine who remains undetected.

DANGER
70.30
RATION

Are you looking at my... never mind. While you're in the toilets, stand next to the hand dryer, it actually works!

WHILE YOU ARE WAITING...

If you can't wait any longer to sample what all the fuss is about, you'll be pleased to know that you get a two-level playable demo of *Metal Gear Solid* bundled with *ISS Pro '98*. We'll bring you more action next month.



70% COMPLETE

PlayStation
PC CD ROM

RACING GAME	BY CODEMASTERS
NOV RELEASE	1-2 PLAYERS

- PLAYSTATION AND PC PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

☎ • RELEASED BY CODEMASTERS TEL 01926 814132

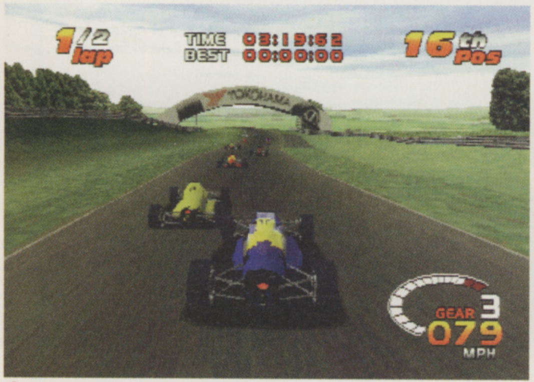
Don't let the name fool you – *TOCA 2* has a lot more to it than just touring cars!

TOCA 2 TOURING CARS™

While Formula 1 races gradually get less and less exciting – with the odd exception – Touring Car has recently got a lot more exciting. As well as new rules, such as compulsory fuel stops and tyre changes, the legendary Nigel Mansell joined the Ford Mondeo team for some of the most entertaining races in years. Codemasters' original *TOCA Touring Car* was a top seller last Christmas, and they're not simply boshing out the same game again this year. *TOCA 2 – Touring Cars* has tons of new features, and here's our first proper look after playing early versions on PlayStation and PC.

COOL CARS

Even though the game is called *TOCA 2 – Touring Cars*, there's a lot more to it. As you'll know if you've ever been to a real Touring Car race, there are lots of support races before the main event, and *TOCA 2* features some of them. As well as all the 1998 British Touring Car Championship cars, you can race in a Formula Ford, Jaguar XJ220, TVR Speed 12, Lister Storm, AC Superblower Grinnall Scorpion (the cool 3-wheeler), the awesome Ford Fiesta, plus more yet to be announced!

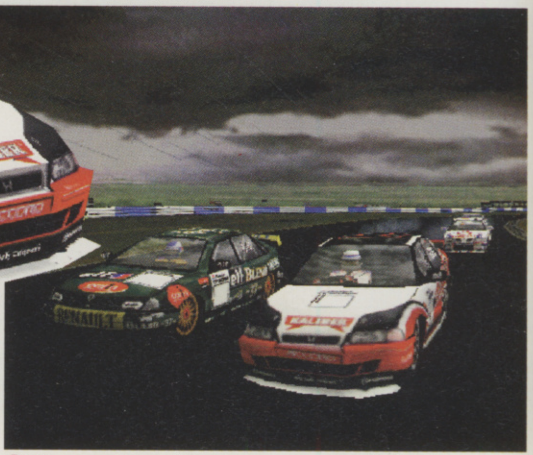


The Formula Fords aren't very big, but will move at a fair old speed if you push them hard enough.

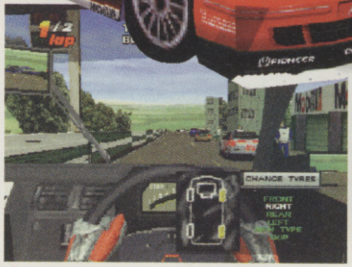
TAKE TO THE STREETS

As well as a big collection of extra cars, *TOCA 2* has all-new race tracks on top of all of the real-life BTCC courses. In the final game you'll be able to drive around a Scottish loch, an American city, a German town, the French Alps, English A roads, and more. These stages should feature multiple routes as well, making the game far more varied than before.

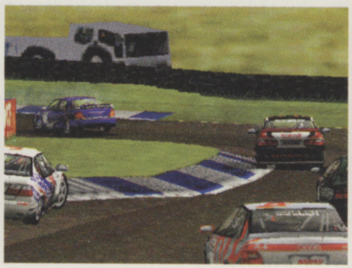
On top of all of the proper race tracks, a test track will be included which will have areas where you can try out and master your cornering, skidding, braking, and various other skills.



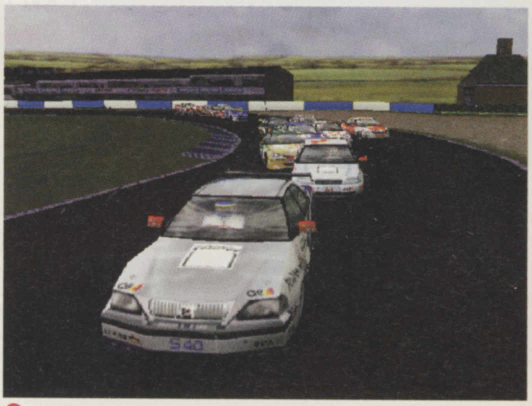
The weather effects are very realistic too. As before, wet tracks reflect the cars' brake lights.



Pit stops are very important in *TOCA 2*. Make sure you time them just right or you're in trouble!



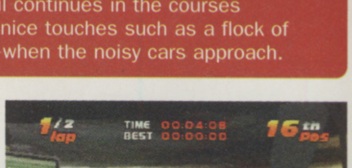
This PC screenshot shows how realistic the action looks from a low TV camera-style view.



In the PC game, you can clearly see the drivers bobbing around inside the cars! Very impressive.

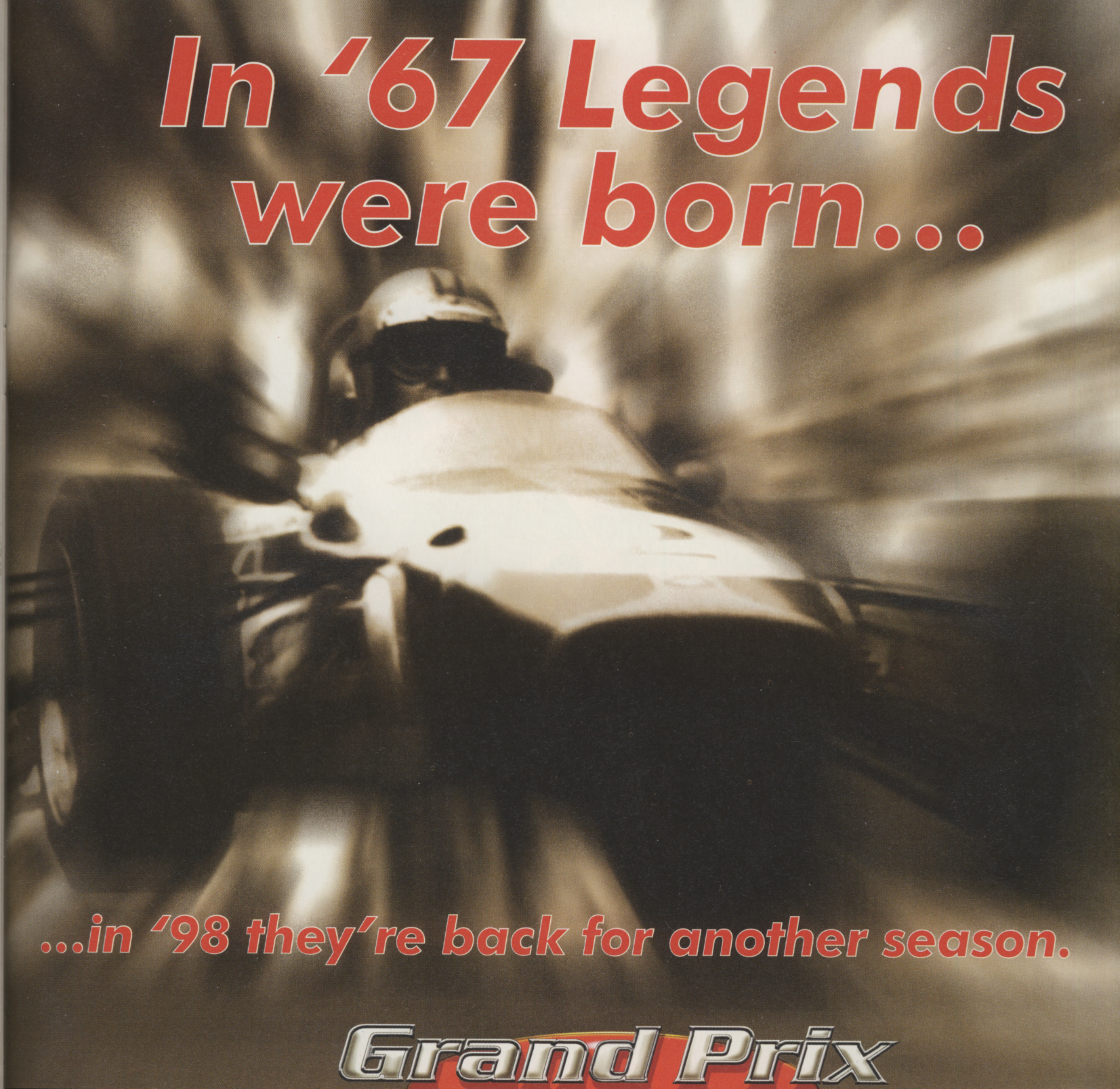
TOTAL DETAIL

TOCA 2 is going to be a lot more detailed that the first game, with especially cool damage effects. Pieces of the cars will come right off, such as wings and bonnets, plus windscreens shatter and even show raindrops and tiny bugs splatting onto them! This level of detail continues in the courses themselves, with nice touches such as a flock of pigeons flying off when the noisy cars approach.



ROLLING START!

When we get a more complete version of the game, we'll cover it in a bit more detail, – hopefully next month. As it's due for release in November, we should be reviewing it in full before too long.


In '67 Legends were born...
...in '98 they're back for another season.

Grand Prix Legends

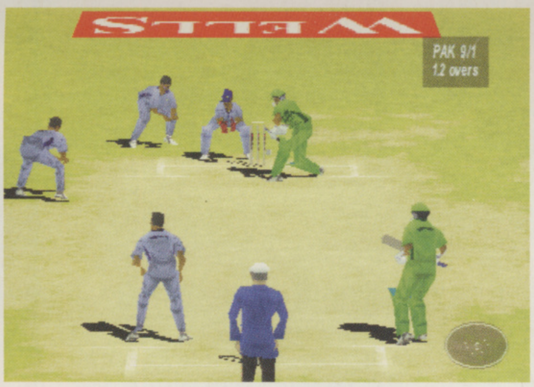
Based on the legendary 1967 season, Grand Prix Legends is the first ever historical racing simulation. The game's setting allows players to experience realistic racing action that is markedly different from that in modern-day sims. In particular, the race tracks of 1967 were far more exciting and dangerous than those in use today. Famous drivers, teams and the greatest racing circuits of all time are featured in the game. Grand Prix Legends is the first game to incorporate a 3-D "virtual" cockpit similar to those found in recent flight simulators, allowing the player's viewpoint to be "disconnected" from the cockpit graphic. G-forces acting on the player's "head" convey bumps, elevation changes, cornering forces and even collisions!

With this state-of-the-art game, expect nothing less than the most compelling and immersive racing experience ever!

http://www.sierra-online.co.uk

SIERRA

Minimum system requirements: Windows 95, Pentium 166, 16MB RAM, SVGA card, 4x CD ROM Drive, Windows compatible soundcard. (Supports 3DFX) For further information contact: Cendant Software UK Ltd, Unit 2 Beacontree Plaza, Gillette Way, Reading, Berkshire RG2 0BS Tel: 0118 920 9111



80% COMPLETE

PlayStation | PC CD ROM

CRICKET GAME | **BY CODEMASTERS** | **OCT RELEASE** | **1-4 PLAYERS**

- MEGA DRIVE PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY CODEMASTERS TEL 01926 814 132

Aaahh, cricket. The crack of leather on willow. The shouting of drunken yuppies. Lots of staring at giant sheets of drenched tarpaulin. It doesn't get better than this!

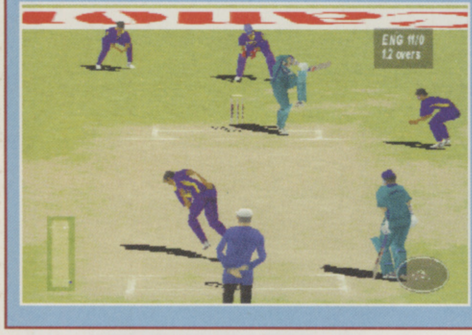
BRIAN LARA CRICKET™

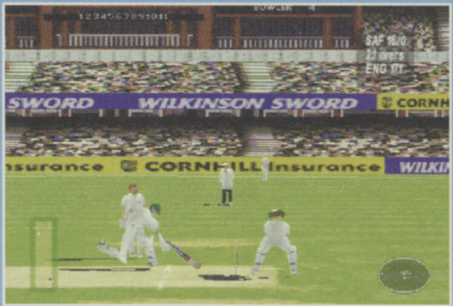
Although most people will say that they hate cricket if you ask them, there's always been great demand for video game simulations in this country. As soon as the original *Brian Lara Cricket* was released on the Sega Mega Drive it went to number one in the sales charts and stayed there for 10 weeks! Codemasters are the only team who've ever managed to get the right balance between accuracy and entertainment, and it looks as though this latest version is going to be the best yet. Everything a cricket fan could want is included, as well as plenty of features to attract even those who've no idea what a googly is.

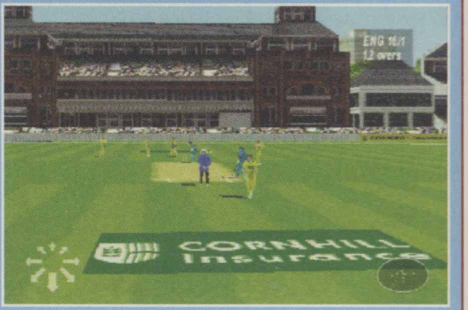
THE FIRST 32-BIT CRICKET GAME!

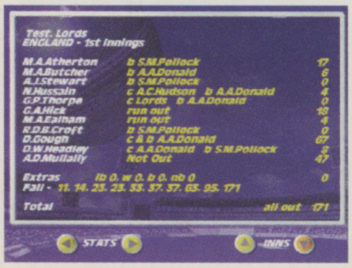
THE BATSMAN'S HOLDING, THE BOWLER'S WILLEY

Brian Lara Cricket is made all the more exciting for cricket fans because it contains the real names of more than 240 international players from all around the world. Each player has detailed statistics so that they play like their real-life counterpart, and the 3D models are varied enough to make it possible to spot certain players straight away. You can play on more than 40 real grounds from around the world, including an accurate representation of the Home of Cricket – Lord's (although the impressive new Media Centre hasn't yet been added).







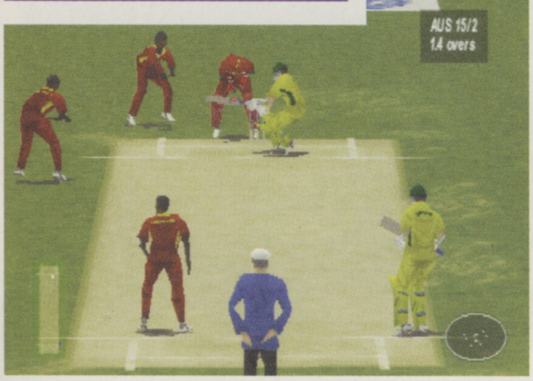


Test. Lords
ENGLAND - 1st Innings

M.A.Atherton	b S.M.Pollock	17
M.A.Butcher	b A.A.Donald	6
A.J.Stewart	b S.M.Pollock	0
N.Hussain	c A.C.Hudson b A.A.Donald	4
G.P.Thorpe	c Lords b A.A.Donald	0
G.A.Hick	run out	18
M.A.Ealham	run out	4
R.D.B.Croft	b S.M.Pollock	0
D.Gough	c & b A.A.Donald	67
D.W.Headley	c A.A.Donald b S.M.Pollock	8
A.D.Mullally	Not Out	47
Extras	lb 0. w 0. b 0. nb 0	0
Fall - 11. 14. 23. 23. 33. 37. 37. 63. 95. 171		
Total	all out	171

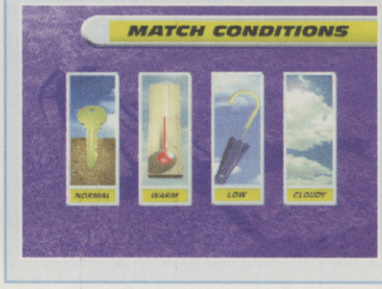
Gough's 67 saves England from yet another batting collapse.

Owzat! A thin top edge to the 'keeper and it's all over.



"...AND WE'VE HAD A LOVELY CAKE SENT IN..."

To make the game extra-realistic, Codemasters have got real-life BBC cricket commentators Geoff Boycott and Jonathan Agnew to provide the commentary. Before each match, the two commentators chat about the performance of the two teams, as well as the condition of the pitch. Their conversations are very natural, and fit the action very well indeed.



Before a match, Geoff Boycott even does his famous 'key test' to show the pitch condition.

WIN 9/2
0.5 overs

PLAY WILL RESUME AFTER LUNCH

Brian Lara Cricket is due for release towards the end of November, so Codemasters are going to be working hard to smooth out bugs in the gameplay in time. The game's already a lot of fun to play, and should be a winner when it's completely finished. Hopefully we'll have a review next issue.

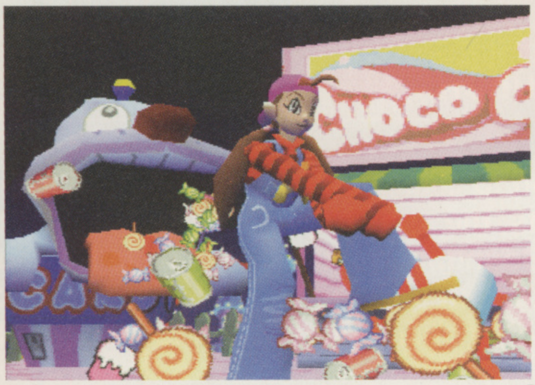
Aaaaagh! I missed the Sonic Adventure launch

I didn't log on to Game-Online on Sonic Saturday.
I missed the shots, the show report and the chance to
leave my own Sonic Soundbite on the site. Quelle Horreur.
But I can still tune in for previews of games like D2,
import Q&A and an online countdown to the launch.

www.game-online.com

you can't afford not to

Where will you find the quickest and most
comprehensive Dreamcast news on the web? Ask Laura.



100% COMPLETE

PlayStation

RHYTHM ACTION GAME

BY ENIX

NOV RELEASE

1-2 PLAYERS

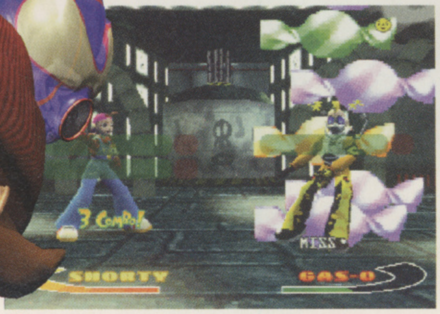
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY SONY TEL 0171 447 1600

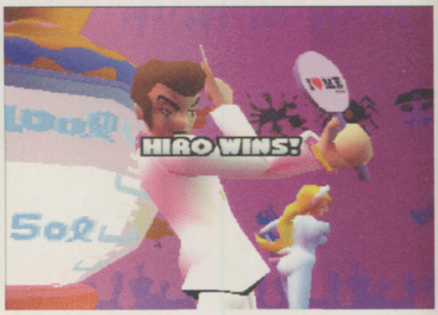
Prove that you've got rhythm, prove that you've got the moves, prove that you're the greatest dancer.

Bust-A-Groove

Imagine a fighting game without any punches or kicks being exchanged – just two dancers on the screen exerting energy of a more positive kind. *Bust-A-Groove* is a game of long combos, mad music and, most importantly, rhythm. The dancers prove who's the best by engaging in bouts, backed by the beats of techno, hip hop and some bizarre Japanese stuff. All you've got to do to witness the action is tap your fingers.



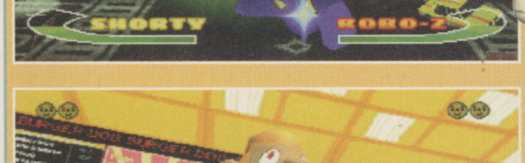
Shorty attacks opponents with sweets.

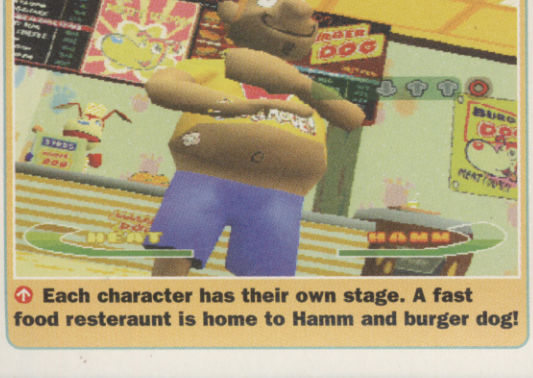


Is this the most vain victory pose ever?

WIND YOUR BODY, WIGGLE YOUR BELLY

Your purpose in *Bust-A-Groove* is to prove that you're the best dancer. You do this by dancing in heats against rival dancers. Just like a fighting game, you must defeat all the other opponents by proving to the judges that you're the best. Visit each rival's stage, and prove you can groove to their tune even better than they can. Out-dance all the other competitors, and you move onto the mysterious final boss.

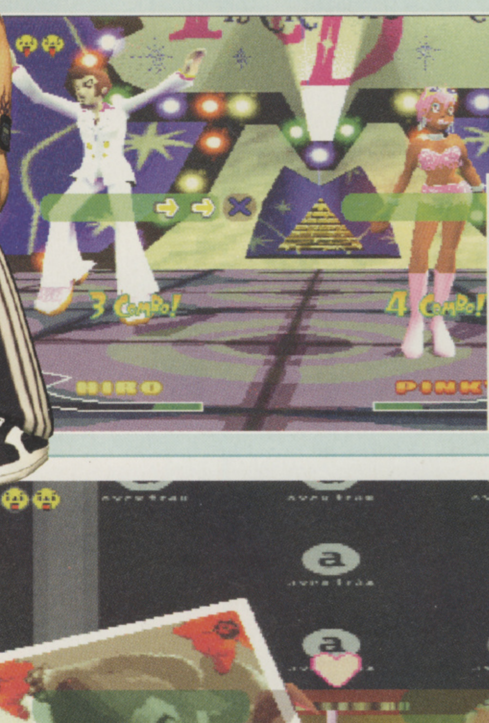




Each character has their own stage. A fast food resteraunt is home to Hamm and burger dog!

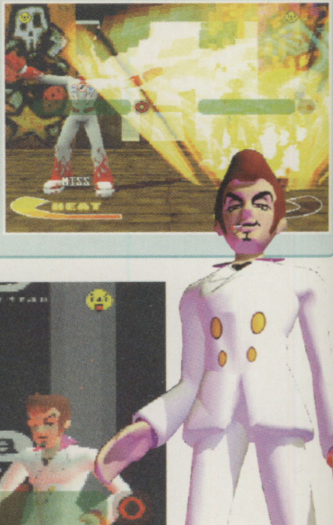
AND THE BEAT GOES ON

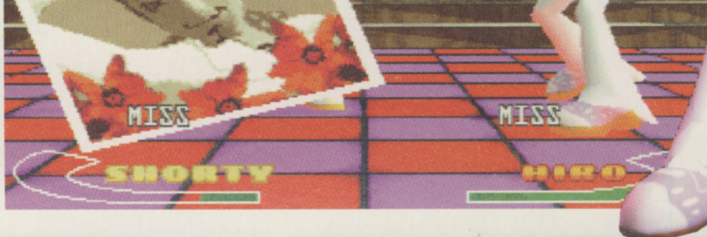
To get your dancers moving, you need to pay close attention to the beat. The beat is displayed on the screen as a green bar. The bar flashes in time to the beat, on the fourth beat the bar flashes red and you must input a final command. Miss the input on the fourth flash and your dancer loses his or her rhythm. And to get your dancer performing some mad steps, you must input combos before the fourth flash.



If you haven't got rhythm stay well away from *Bust-A-Groove*.

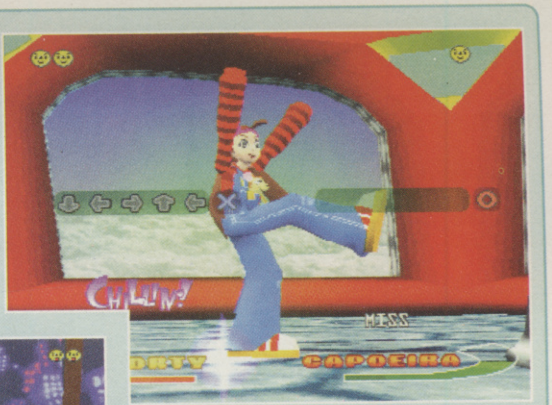
Heat causes a disco inferno with his special flame grill attack.



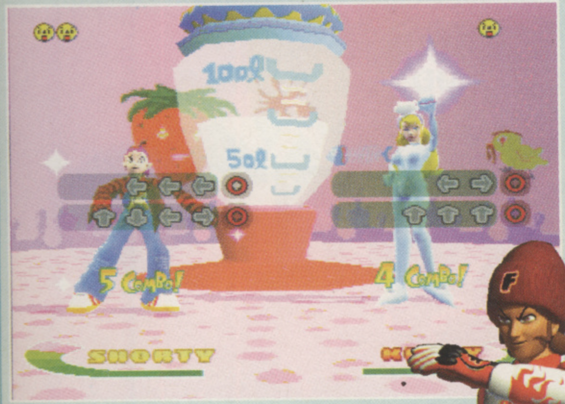


ALSO KNOWN AS THE FLINTSTONE FLOP

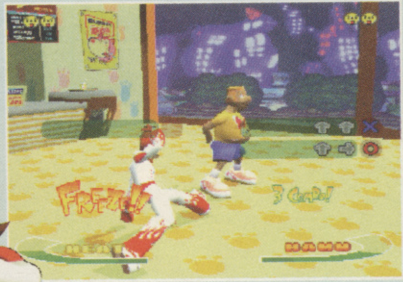
The dance moves available to you are displayed on the screen. These start off simple. If you perform the moves correctly, a gauge at the bottom of the screen will fill up. Once this has reached a certain level, the moves available will be displayed in pairs. One move will be simple, the other slightly harder. If you choose the tougher move, the next selection will be even more complex. As you'd expect, the more difficult the combo, the cooler the dance move.



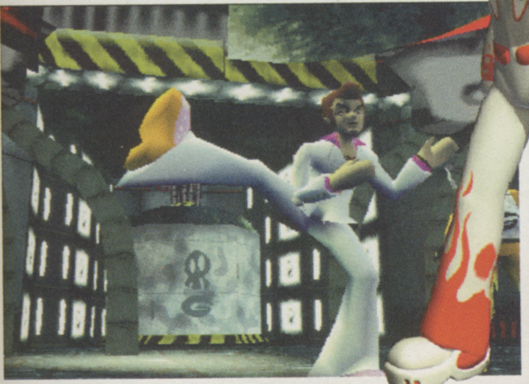
Complete a huge combo and Chillin'! appears. More points from the judges for being this good.



Two choices of moves. Which should you take? The more complicated one of course! No slackers here!

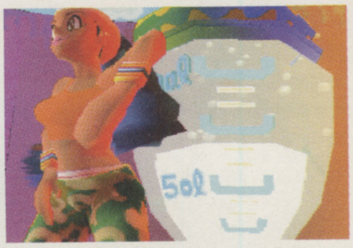


Heat shows his best moves, then adds a finishing Freeze!! move at the end. You can tell he's doing well by looking at the position of the camera.

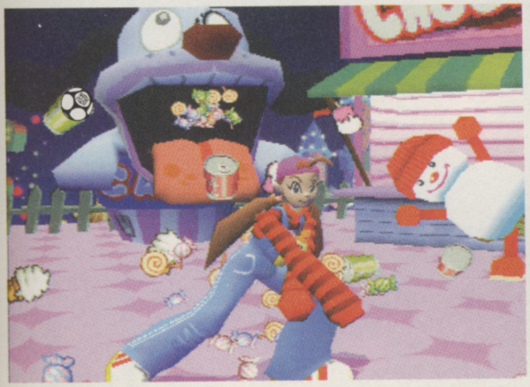


WIGGLE IT, JUST A LITTLE BIT

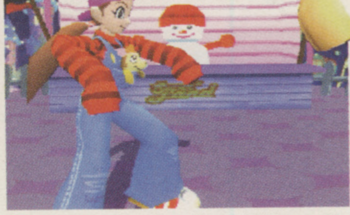
Remember this is a contest between two dancers. So how do you know how well you're performing? Simply by the position of the camera. The camera will concentrate on the better of the two dancers. When the music stops, whoever the camera is concentrated on is the winner.



The animation for all the characters is very impressive.



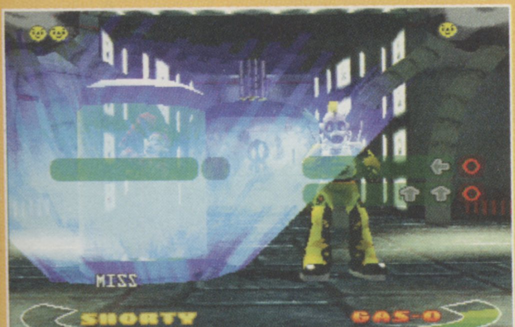
Activate Fever Time. A reward for dancing well, your character will give you a special little show.



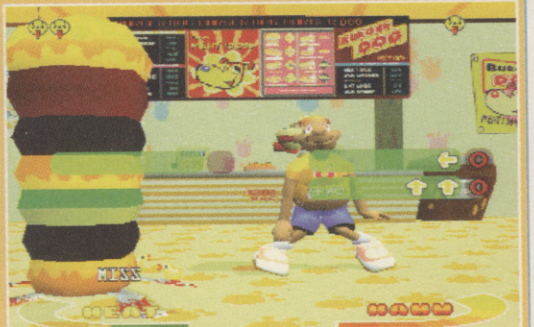
Go on Shorty – Bust-A-Groove!

I DON'T WANNA DANCE

If you find it too hard to keep up with the cool moves of your rival. What you need to do is put them off. You have two chances to do this in each dance. Instead of pressing a cross or circle on the fourth beat, press triangle to hinder your opponent. If your attack is successful, your opponent will lose the beat, and have to start their combo sequence all over again. These attacks are blockable however, so be careful when you use them.



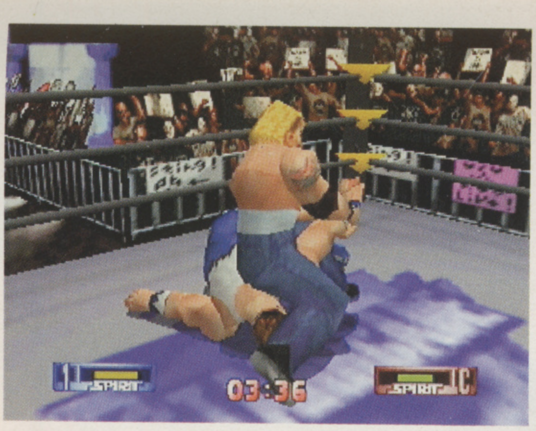
A sealed chamber is Gas-O's special attack. If you see him attempting a special, dodge it.



Some attacks are cuter than others. Like Hamm's giant Hamburger. Mmm... looks tasty.

YOU SHOULD BE DANCING

Bust-A-Groove is a lot of fun, and the dancers' animation is some of the best around. We'll bring you a full review next month.



80% COMPLETE

NINTENDO64

WRESTLING

BY ASMIK

NOV RELEASE

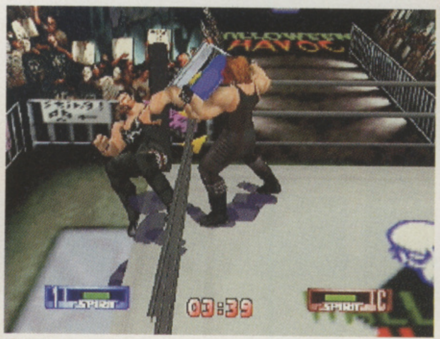
1-2 PLAYERS

- WCW VS NWO RELEASED NOT LONG AGO
- PLAYSTATION VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY THQ TEL 01483 767 656

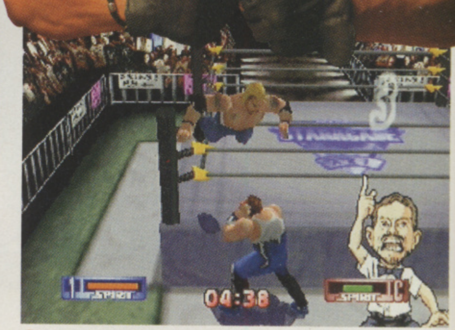
Those men with mullets, masks, assorted facial hair and ludicrous names are back!

WCW nWo REVENGE

There was a time when wrestling games were ridiculed. Not any more. Since the original *WCW* game on the N64, it seems wrestling has caught up with the rest of the fighting pack. Whereas in previous games you could only face one opponent at a time, this game allowed four. It also added lots of moves, ring-outs and weapons! Since then, *WWF Warzone* has come along and challenged its supremacy. So now the *WCW* boys are going to fight back. Put your pants on – it's time for *Revenge*!

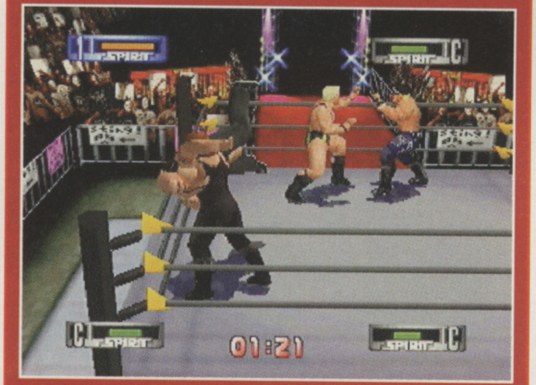


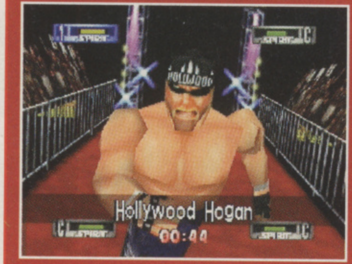
By reaching into the crowd you can get objects like chairs, and pieces of wood.



It's now a lot easier to launch yourself from the top of the turnbuckle.

ROYALE WITH CHEESE

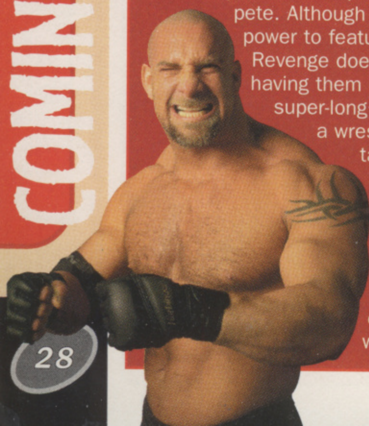




The action cuts to the new opponent running to the ring.

Remember to watch your back in this mode. Hit out at all three opponents and you could have a tough time on your hands. Just throw them all over the ropes. Easy!

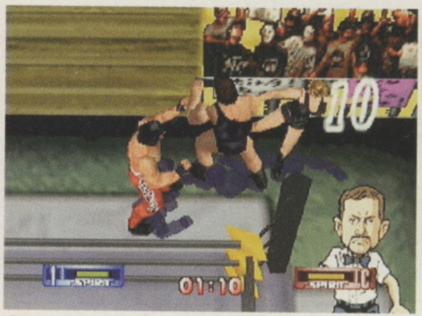
One major new improvement for the sequel is the Battle Royale mode. Up to 40 fighters can now compete. Although no current machine has the power to feature all wrestlers at once, Revenge does the next best thing, by having them come out in turn, for one super-long continuous fight. Every time a wrestler is eliminated, another takes their place. As you start this challenge as one of the original four wrestlers, you've got a fight on your hands. If your chosen wrestler is eliminated, luckily you can control the next wrestler who's introduced.



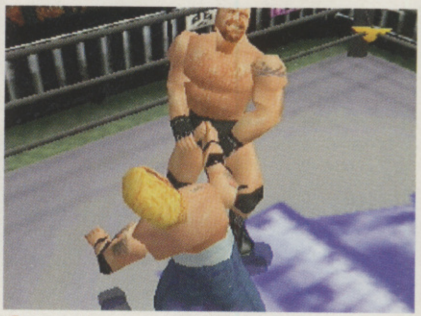
A HELLACIOUS MOONSAULT

Another new feature for *Revenge* is the option to play as one wrestler for an entire season. This includes your wrestler appearing on the TV show, *Nitro*, competing in special pay-per-view events like Bash at the Beach and Starrcade. Plus, you get the chance to compete for the Championship belts. The game now features realistic wrestler entrances and their own theme music. There's also the added attraction of wrestlers arriving at ring side to interrupt bouts.

MUCHO MACHO



Some wrestlers are accompanied to the ring, you can beat them up as well.



A Hellacious Ballbag Reversal. Surely this shouldn't be allowed. Ref?

So what else is new? Well there's now over 80 wrestlers, and thanks to battery back-up, you can keep an eye on the win, lose and draw records for each wrestler. An instant replay feature can cut into the action if you pull off a big move, and of the moves themselves – there's more than 300 of them for each wrestler. Add secret characters and weapons, plus much smoother animation and graphics, and THQ should have another hit on their hands.

PANT IT BLACK

WCW/NWO Revenge is looking very tasty indeed. We'll bring you the full skinny as soon as we get our hands on a finished version of the game.

NEW
CYBERMASTER
LEGO
LEGO
LEGO
CRUSHER
TAXI JIM
THE LEGO® BRICK COMES ALIVE
LEGO Technic

The combination of LEGO® Bricks & PC's provide the ultimate opportunity to create your own Robots!

- The set includes CD ROM with brilliant graphics and sound which sets the scene for your robots to come alive.
- You can build, fight and even control your robots personality and behaviour.
- Bricks,gears, wheels, motors and even touch sensors to help you build and create lots of different intelligent robotic vehicles.
- Talking Robot!

System Requirements:

To operate 8482 LEGO TECHNIC Cybermaster you need a:-

- Pentium 90 Mhz PC 16 Mb RAM.
- 4 x CD ROM drive.
- Windows 95 40 Mb free hard disk space.
- Speakers and a free serial port.
- 1 Mb graphics card.
- Sound card (graphics and sound cards must be X compatible).
- You will require six 1.5 Volt batteries for your mobile unit and one 9 Volt power pack battery for the Tower Unit.

AVAILABLE AT: TOYS R US, HAMLEYS, JOHN LEWIS PARTNERSHIP, FENWICK TOY DEPARTMENTS AND MOST INDEPENDENT TOY SPECIALISTS AND DEPARTMENT STORES.

®The name LEGO® and The LEGO Logo are registered trademarks.© 1998 The LEGO Group.

99% COMPLETE
PlayStation

3D FIGHTING GAME	BY CAPCOM
NOV RELEASE	1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY CAPCOM TEL TBA

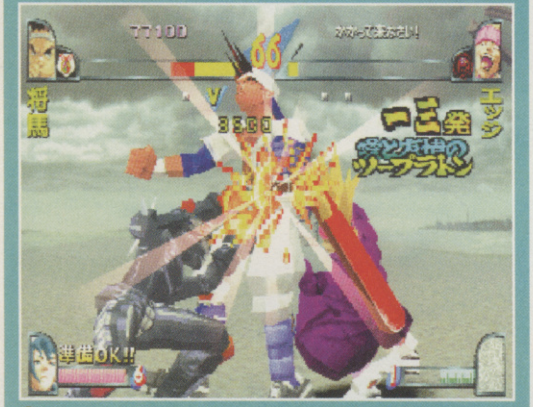
Can any other game de-throne *Tekken 3* as the King of PlayStation fighting games? Ready to take on Namco's mighty game is the contender from Capcom – *Rival Schools.*

RIVAL
SCHOOLS
UNITED BY FATE

Yes, *Rival Schools* does have Dragon punches and Fire Balls. OK they both star school-girl Sakura. But that's where the similarity with *Street Fighter* ends and *Rival Schools* comes into its own. Combining pretty slick gameplay with more modes and options than you can shake a stick at – not to mention a feature that enables you to 'grow' your own character – *Tekken 3*'s crown might not be that safe after all...

TAG TEAM BATTLE

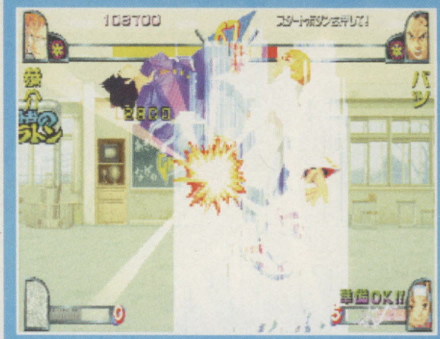
Choose two characters from a total of 20 and set out to defend your schools against the *Rival Schools*. But unike Capcom's other team battle systems, you can't switch fighters midway through a fight and can only alternate between the two after a round has finished. This doesn't mean that your choice of partner has no affect on the fight though if she or he is taking a break from the action – each character has their own individual Love and Friendship. For example, if your partner is Tiffany, she will dash on to the screen, plant a kiss on the current fighter and replenish a little of the energy bar! So choosing your partner carefully is a very important strategic decision.

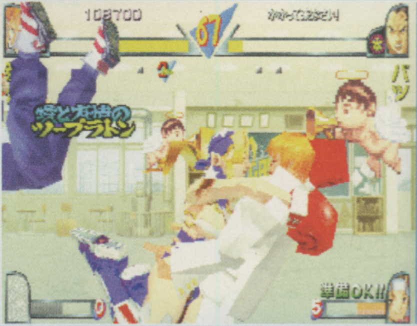


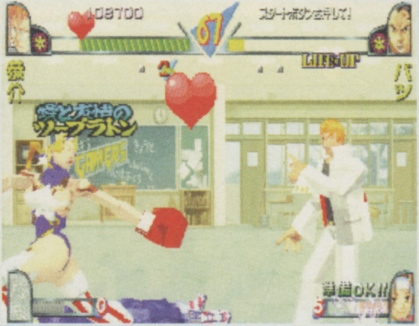
Love and Friendships vary from Tiffany's Hugs & Kisses to this, Akira's 13-Hit punch fest!

LOVE AND FRIENDSHIP

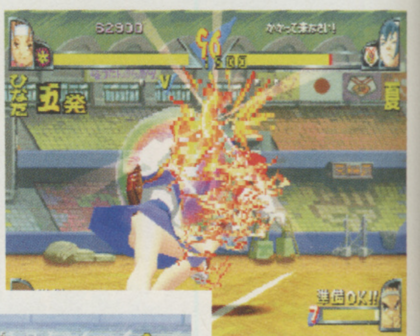
A stock guage is added every time you attack or take a hit. When guages are stocked, you have two options: Use up one stocked guage to perform a Super Combo, or use two stocked guages to use the Love and Friendship. By pressing the strong punch and kick simultaneously, your partner will come and lend you a helping hand. The types of Friendship varies from character to character and they include the likes of straightforward super attacks to energy replenishers.



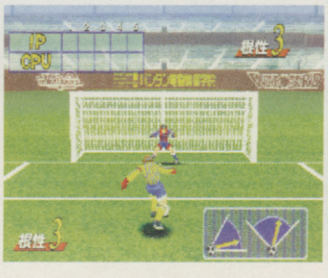




Here comes Tiffany to show Kyosuke her unique way of cheerleading!



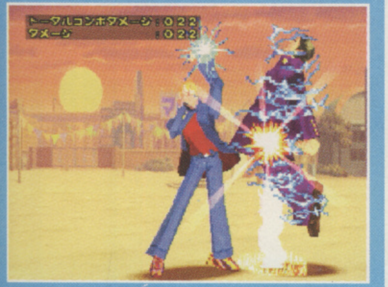
Hinata's five-hit combo sends Natsu flying into the stands!

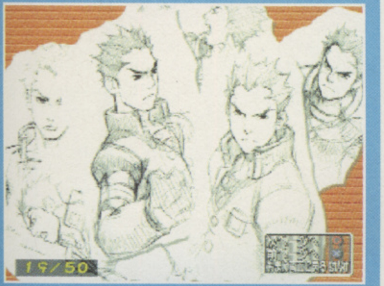


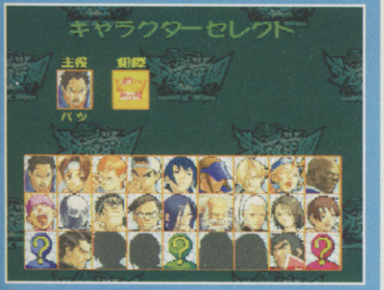
A football game and a beat'-em-up rolled in one?! Incredible!

ARCADE DISC

The *Rival Schools* package comes on two discs: the 'Arcade' disc and the 'Evolution' disc. The Arcade disc is the standard arcade game with cut scenes between the fighters before and after fights to add atmosphere to the storyline. The usual modes of play, such as Versus, Team Battle, and Image Gallery are included. Extra characters have been added to arcade original of 16. There are also an additional four secret fighters waiting to be discovered – as well as extra options!







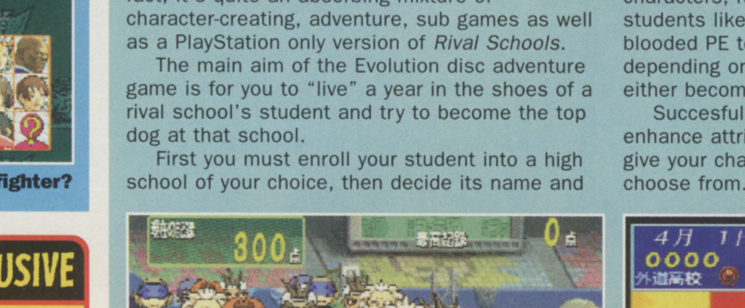
Could Akuma be a hidden fighter?

PLAYSTATION EXCLUSIVE

The chain combo system has been tightened up for the Playstation exclusive version, so big combos become harder to achieve. But more importantly, you can pit the characters you create in the adventure mode by selecting them instead of the "established" fighters! Other modes have been added, such as league and four-player team battle.

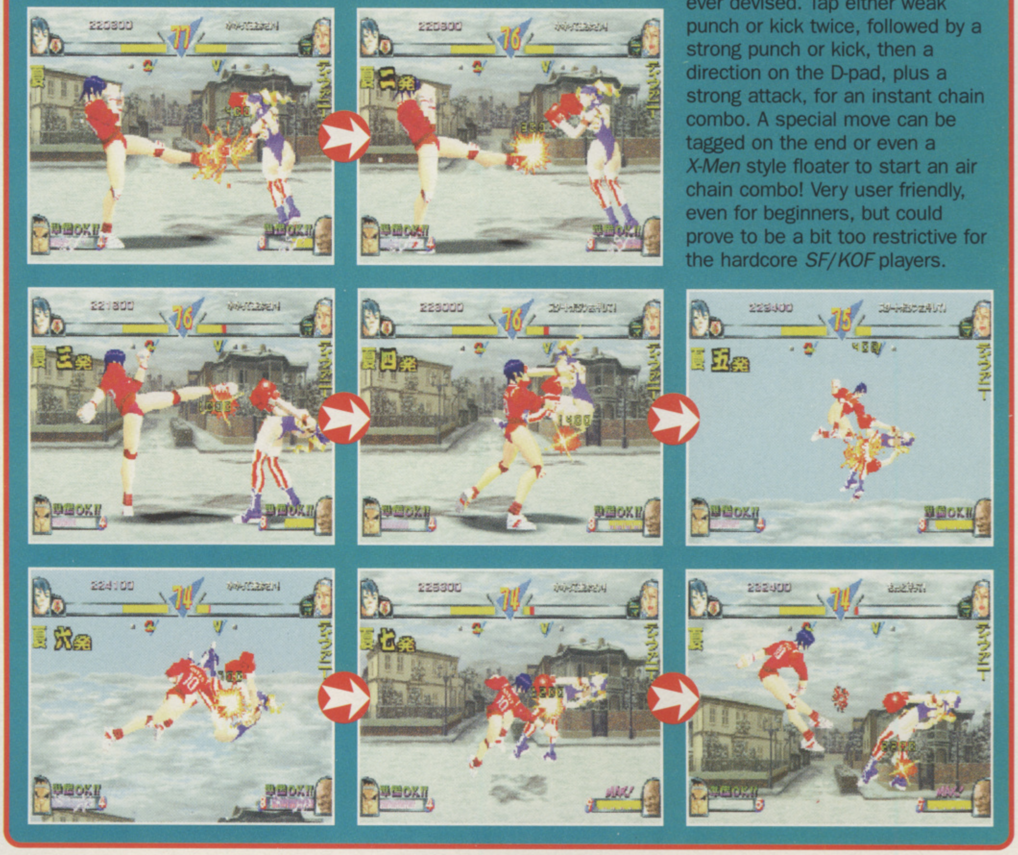
CREATE YOUR OWN CHARACTER

Almost all the characters in the game are based on high school students in Japan, from the likes of biker gangs to baseball players. And this was a key point that Capcom relied on to make the characters popular with the Japanese punters. How they will fare with the British public remains to be seen but the option of being able to create your own characters is a plus in anybody's books.



STINGING LIKE A BEE

The *Rival Schools*' combo system has to be the simplest and the most forgiving that Capcom have ever devised. Tap either weak punch or kick twice, followed by a strong punch or kick, then a direction on the D-pad, plus a strong attack, for an instant chain combo. A special move can be tagged on the end or even a *X-Men* style floater to start an air chain combo! Very user friendly, even for beginners, but could prove to be a bit too restrictive for the hardcore *SF/KOF* players.



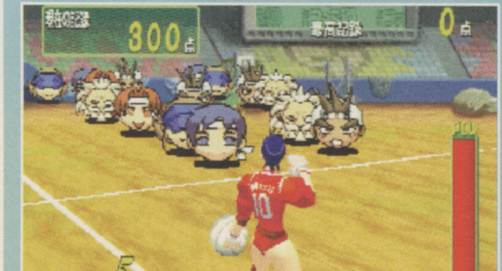
EVOLUTION DISC

The Evolution disc may sound like a novelty but in fact, it's quite an absorbing mixture of character-creating, adventure, sub games as well as a PlayStation only version of *Rival Schools*.

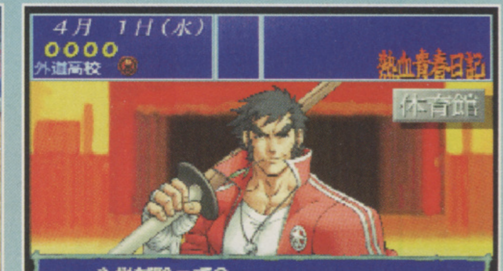
The main aim of the Evolution disc adventure game is for you to "live" a year in the shoes of a rival school's student and try to become the top dog at that school.

First you must enroll your student into a high school of your choice, then decide its name and looks. From there you will meet a host of characters, ranging from the likes of fellow students like Sakura and Hinatsu to the hot blooded PE teacher Hayato Neketsu. And, depending on how you interact with them, they'll either become your ally or your enemy.

Succesfully completing a sub game will enhance attributes, such as stamina, as well as give your character more special moves to choose from.



Score as many points as you can during Natsu's mini game to get more punching power.



入学試験って？

'Laugh at my tracksuit and I'll chop off your head, and spit down your throat!'

KEEP YOUR EYES PEELED!

A polished package, but it's in for a hard time against *Tekken 3*. With the additional Evolution disc and the huge amount of modes and options though, it could still hold its own in the crowded PlayStation beat 'em up market. Find out in the CVG review very soon!

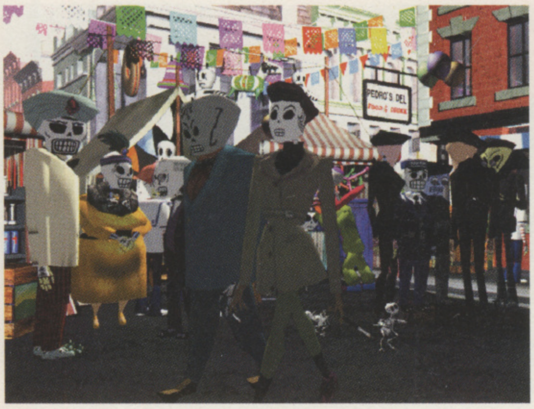
100% COMPLETE
PC CD ROM

GRAPHIC ADVENTURE
BY LUCASARTS
NOV RELEASE
1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY ACTIVISION TEL 01895 456700

From the company that brought you *Monkey Island* and the creator of *Full Throttle* and *Day of the Tentacle*. Introducing this year's graphic adventure masterpiece...

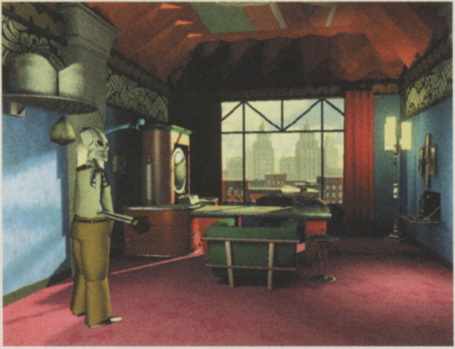
GRIM FANDANGO



LucasArts, the company famous for producing the best adventure games in the business, is at it again. But this time, they're changing the rules. The cartoony look of old has been ditched, and for their next big release at least, they're doing things in 3D. A cocktail of different influences – ranging from Art Deco to Mexican and Aztec designs – give *Grim Fandango* its unique style. When it comes to plot and humour, well that's all LucasArts's own.

DEAD MEN DON'T WEAR PLAID

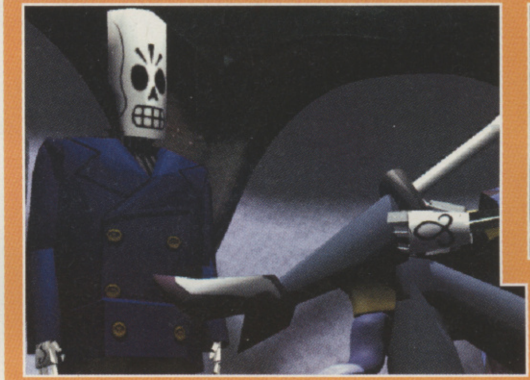
The game is set in the Land of the Dead. You play Manny Calavera (very Humphrey Bogart), travel agent at the Department of Death. His job involves selling package deals to souls on their four-year journey through the afterlife and towards eternal rest. Manny's got problems though. The afterlife is full of schemers, double-crossers, bad guys and femme fatales – and guess who's caught up in a conspiracy, slap-bang in the middle of this bunch?

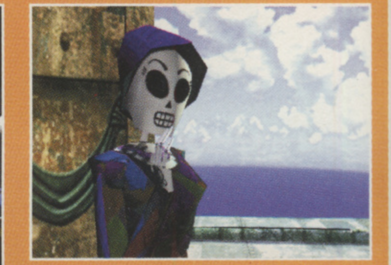


↑ The Land of the Dead looks very stylish.

I'VE GOT A GOLDEN TICKET

Manny's problems revolve around tickets. Stolen tickets. In the afterlife, you get given a ticket when you die. If you've led a good life, you get a first-rate ticket. This entitles you to a mode of transportation through the afterlife, like a car or train. If you've been bad, you have to walk. Manny used to be a reaper, but when a woman named Mercedes Colomar walks into his "life", he discovers a world of corruption, and stolen tickets.



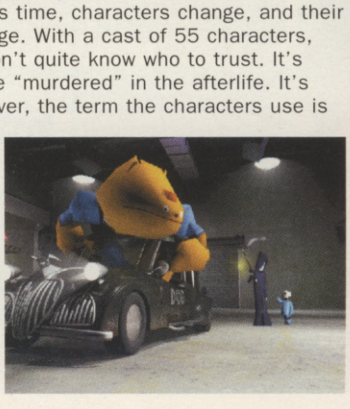


↑ Mercedes is the best-looking skeleton in the whole game.

← Ms Mercedes Colomar, are you trying to seduce me?

THE DAYS OF OUR LIVES

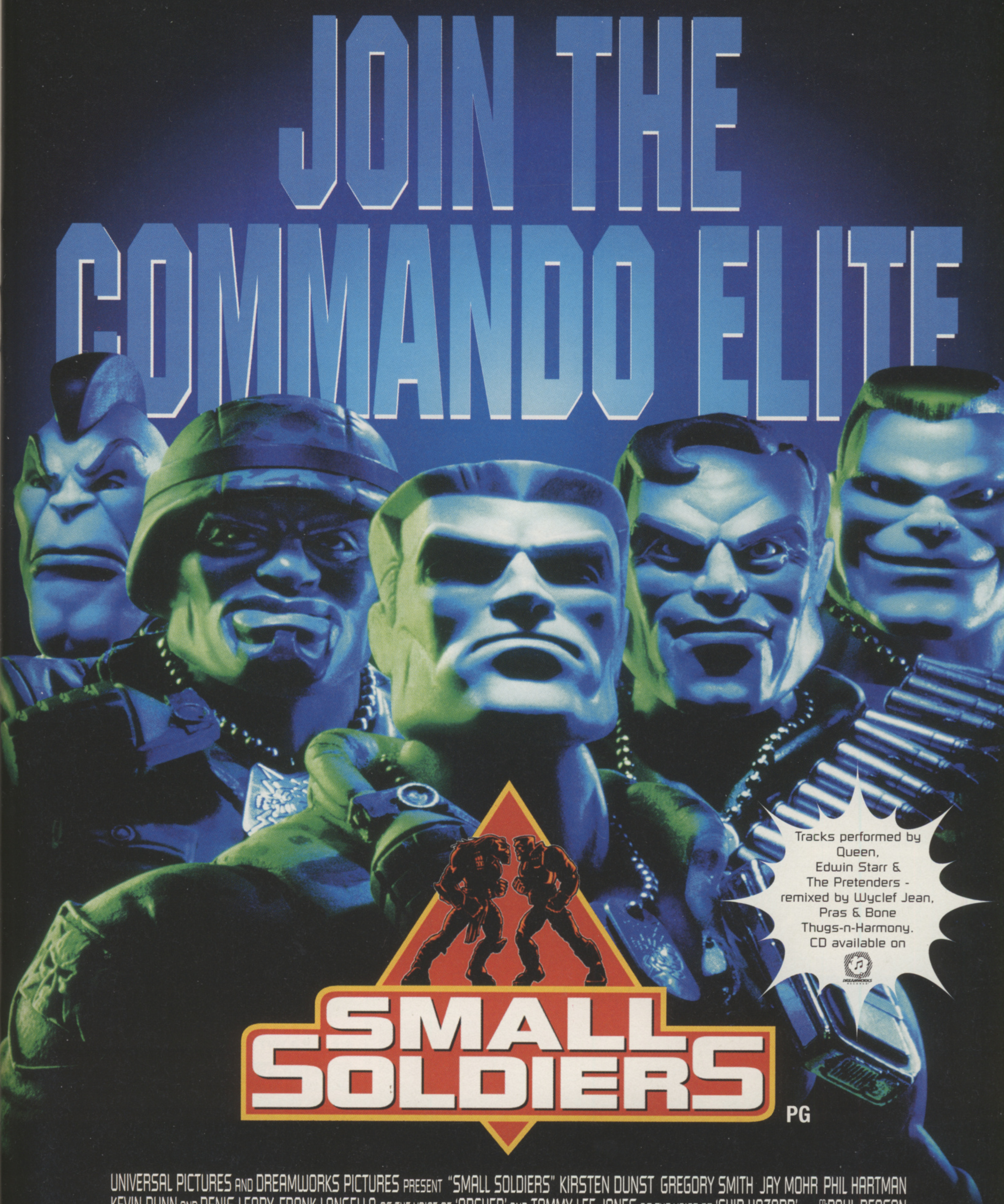
Grim Fandango features hundreds of puzzles, as Manny tries to solve these crimes. The story spans four years, as the journey towards eternal rest unfolds. During this time, characters change, and their relationships change. With a cast of 55 characters, this means you won't quite know who to trust. It's also possible to be "murdered" in the afterlife. It's not a killing, however, the term the characters use is "sprouting" – if someone is shot, the victim turns into a heap of flowers!



→ That big orange thing is called Glottis. He's Manny's driver and mechanic.

GRIM AND BARE IT!

This is one eagerly anticipated game. From what we've seen of it so far, it doesn't look like it will disappoint. A review, very soon.


JOIN THE
COMMANDO ELITE
Tracks performed by Queen, Edwin Starr & The Pretenders - remixed by Wyclef Jean, Pras & Bone Thugs-n-Harmony. CD available on
SMALL SOLDIERS
PG

UNIVERSAL PICTURES AND DREAMWORKS PICTURES PRESENT "SMALL SOLDIERS" KIRSTEN DUNST GREGORY SMITH JAY MOHR PHIL HARTMAN KEVIN DUNN AND DENIS LEARY FRANK LANGELLA AS THE VOICE OF 'ARCHER' AND TOMMY LEE JONES AS THE VOICE OF 'CHIP HAZARD' CO-PRODUCER PAUL DEASON MUSIC COMPOSED & CONDUCTED BY JERRY GOLDSMITH VISUAL EFFECTS SUPERVISOR STEFEN FANGMEIER ANIMATION SUPERVISOR DAVID ANDREWS ACTION FIGURES AND ANIMATRONICS DESIGN STAN WINSTON FILM EDITOR MARSHALL HARVEY PRODUCTION DESIGNER WILLIAM SANDELL DIRECTOR OF PHOTOGRAPHY JAMIE ANDERSON EXECUTIVE PRODUCER WALTER F. PARKES PRODUCED BY COLIN WILSON AND MICHAEL FINNELL WRITTEN BY GAVIN SCOTT AND ADAM RIFKIN AND TED ELLIOTT & TERRY ROSSIO

DREAMWORKS PICTURES UNITED INTERNATIONAL PICTURES DIGITAL dts SOUND DOLBY DIGITAL IN SELECTED THEATRES SDDS Sony Dynamic Digital Sound. IN SELECTED THEATRES DIRECTED BY JOE DANTE SPECIAL VISUAL EFFECTS AND ANIMATION BY INDUSTRIAL LIGHT & MAGIC Soundtrack Available on

TM & © 1998 DREAMWORKS L.L.C. and UNIVERSAL CITY STUDIOS PRODUCTIONS, INC. and AMBLIN ENTERTAINMENT

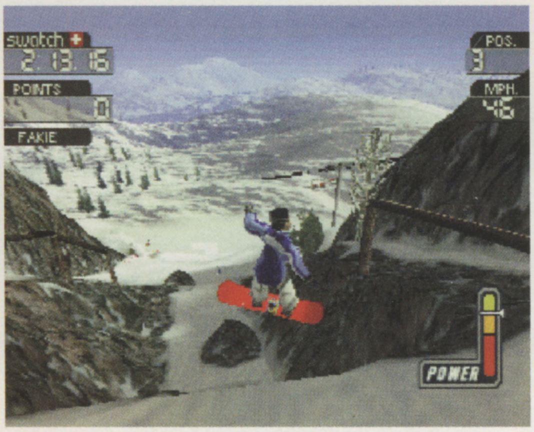
UNIVERSAL

www.uip.com

PlayStation™ BIG GAME

REPORT TO A CINEMA NEAR YOU OCTOBER 23

SCOOT™ 0800 192192 www.scoot.co.uk


swatch
2:13:16
POS.
3
POINTS
0
MPH.
46
FAKIE
POWER

70% COMPLETE

PlayStation

- SNOWBOARDING
- BY 989 STUDIOS
- WINTER RELEASE
- 1-2 PLAYERS

- PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY SONY
TEL 0171 447 1600

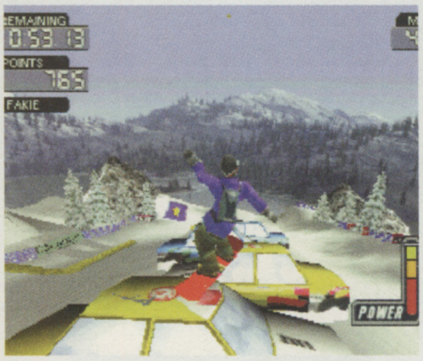
The oldest snowboarder on the block is back. Boasting an all-new look, and all new modes of play.

COOL BOARDERS 3

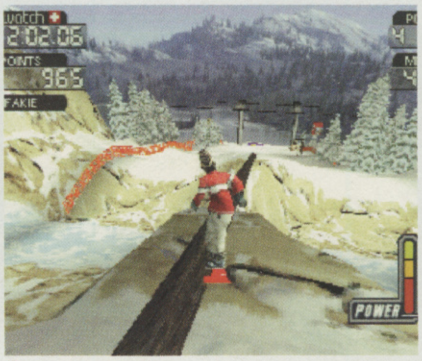
C*ool Boarders* may have been the original snowboarding game, but since then it's been eclipsed by the incredible *1080° Snowboarding* on the N64. In an attempt to turn the tables, Sony have hired a new development team to improve the look and style of the game. They've also made sure that the third instalment makes full use of analogue and dual shock features. There are so many changes and additions, virtually the only thing in common with the previous games is the name!

NOW WITH LESS GLITCHES!

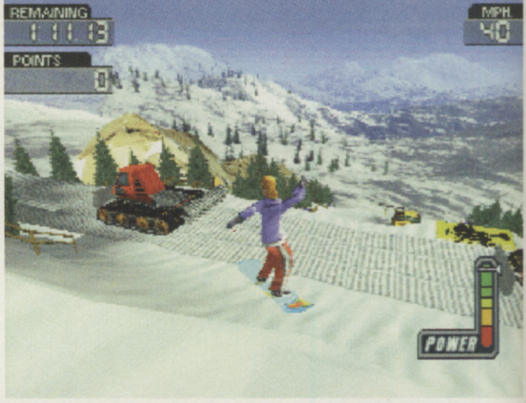
The immediate difference in *Cool Boarders 3*, compared with its predecessors is, of course, the look. *CB3* looks a lot neater. It may not be as fast in places, but you get a lot less pop-up, and the snow no longer has "seams". If you've played the previous games, you'll quickly realise a big difference as you head down the first slope – there's now a lot more to do. Ramps, cars and long rails litter each course. Tricks rule the day, but only depending on which event you're competing in.


REMAINING
0:53:13
POINTS
765
FAKIE
POWER

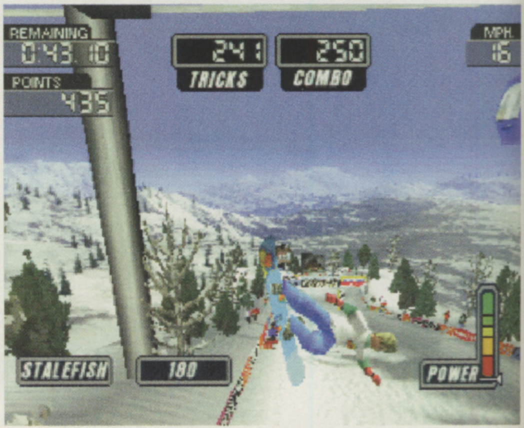
↑ **If they're going to park here, why not!**


swatch
2:02:06
POINTS
965
FAKIE
POWER

↑ **This log isn't much wider than a board.**


REMAINING
1:11:13
POINTS
0
MPH.
40
POWER

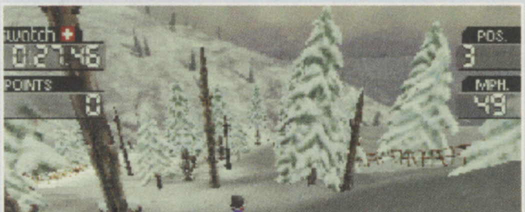
↑ **Don't hit that piste basher. A little touch to make the game look a lot more believable.**


REMAINING
0:43:10
POINTS
435
MPH.
16
241
TRICKS
250
COMBO
STALEFISH
180
POWER

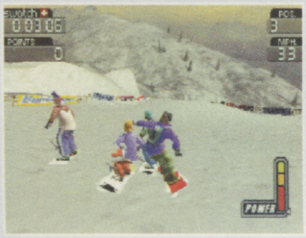
↑ **Big air on display here, but not much else. Tricks are still a very important part of *Cool Boarders*.**

GO JUMP OFF A CLIFF

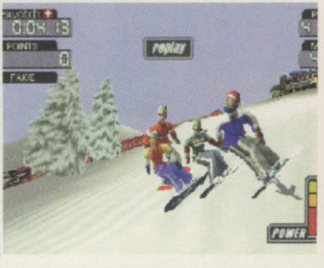
The game is spread across five different mountains including Mount Everest. There are six different events to compete in. From the straightforward Downhill and Slalom to Half-pipe. Each mountain is home to six separate courses for each event. *Cool Boarders* games are full of secrets, and already *CB3* is no exception. One secret course has you trying to outrun an avalanche!


swatch
0:27:46
POS.
3
POINTS
0
MPH.
49

↑ **The trees look a lot more realistic compared to the original game.**


swatch
0:03:06
POINTS
0
POS.
3
MPH.
33
POWER

← **There's now a punch button. Why?**


swatch
0:04:13
POINTS
0
FAKIE
replay
POWER

ALLEY-OOP S GONE FUNNY

Another difference for this year's outing is the control method. Tricks are performed in a similar way to *1080°*. Instead of the button and shoulder combos of its predecessors, *CB3* uses the directional pad and holding down buttons to perform tricks. The results end up being similar to the original, but this way allows for more variety.

SLOPEY SECONDS AND THIRDS

Cool Boarders holds a soft spot in our hearts, but it's going to take something very special to come close to *1080°*. We'll find out how close *CB3* gets soon.

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone.

Instant Win Competitions. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. The Pop Five-0 has 10 questions and each question is worth between 1 to 10 points and to win a prize you must beat a target score.

Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1998, after which they may be replaced by a similar service on the same number. **Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill.** If you would like a copy of the rules or a list of winners' names, see our web site www.InfoMedia-Services.co.uk or send a stamped addressed envelope to the address below. If you win an INSTANT WIN prize send you claim to **InfoMedia Services Limited** 'Claims Dept'. PO Box 28 Northampton NN1 5DS. Helpline: 01604 732028. Winners Line: 0839 404000. **www.InfoMedia-Services.co.uk**

WIN!

MICHAEL OWEN
BECKHAM

STAR POSTERS

JUST ONE CORRECT ANSWER WINS THE POSTER OF YOUR CHOICE#

SELECT YOUR FAVOURITE STAR ON A 20 X 16 INCH LAMINATED POSTER.

0660 102072 INSTANT WIN!

PENTIUM II COMPUTER

Win a Pentium II Multimedia PC, Installed with Windows 98!

0839 405087

INSTANT WIN!

NEW VERSION!

NINTENDO 64!

0839 405081 INSTANT WIN!

Nintendo 64 Games 0839 405091 Instant Win!

PLAYSTATION!

0839 405080 INSTANT WIN!

PlayStation Games 0839 405090 Instant Win!

MINI TV!

Win a Casio JY-10 Handheld TV with many stylish features.

0839 405088

MICRO HI-FI!

Win this Amstrad Micro Hi-Fi with Vertical Loading CD, Digital Tuner, Colour Speaker Grills and Cassette Deck!

0839 405094

THE POP Five-0!

50 points or more wins a prize INSTANTLY!

Personal Stereos, Video Players, PlayStations, Nintendo 64's, 14" Remote Controlled TV's and many other prizes!

0839 405084

SHOOT OUT!

Answer questions then score SIX goals to win a great choice of prizes

* 14" Colour TV! * Video Recorder! * Sony Playstation! * Stereo System! * Nintendo 64! *+ other Instant Win prizes if you score 3, 4 or 5 goals!*

0839 405086 INSTANT WIN!

PRIZE INFORMATION LINE 0839 407000

ONE QUESTION QUIZZES!

MITRE PREMIERSHIP FOOTBALL

0991 181880

BAUER
Shifty

A PAIR OF SHIFTY ROLLERBLADES

0991 181881

ADIDAS SPORTS WATCH

0991 181883

MINI GAMEBOY + CAMERA!

Win the NEW Gameboy Camera & Printer. It can Distort, Mirror, Animate, Modify, Print & even play Games!

0839 405097 INSTANT WIN!

GAMES GOODIES!

£150 worth of Memory Cards, Joy Sticks, Light Gun, Steering Wheel or whatever you choose for your machine!

0839 405096

THREE LIONS!

Be Glenn Hoddle and lead England to the World Cup Final. Plus a PlayStation to play it on!

0839 405092

THREE LIONS
PlayStation

alien attack!

Zap 3 or more Aliens to win a choice of prizes!

0839 405098

INSTANT WIN!

PRIZE INFORMATION LINE 0839 407000

* Sony Playstation! * Sega Saturn! * Nintendo 64! * 14" Colour TV! * Video Recorder! * Mountain Bike! * Snooker Table! * Stereo System! *

PLUS a whole bunch of other instant win prizes if you score 3, 4 or 5!

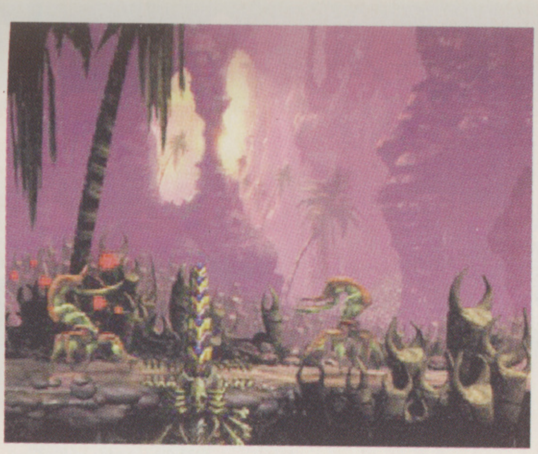
SUPERCOP!

Arrest all SIX Bovver Bruvvers and win a Super choice of prizes...

0839 405099

INSTANT WIN!

PRIZE INFORMATION LINE 0839 407000



85% COMPLETE

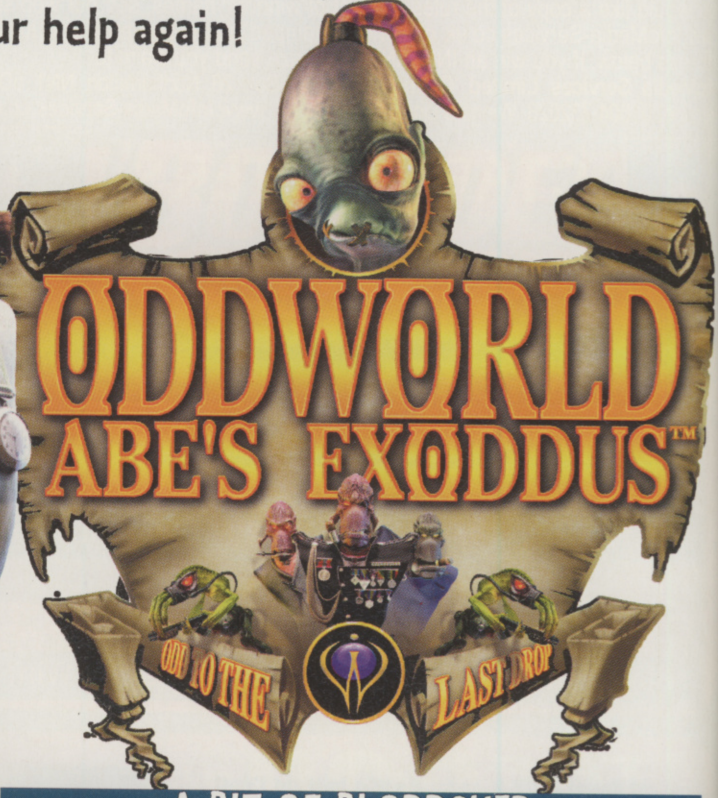
PlayStation
PC CD ROM

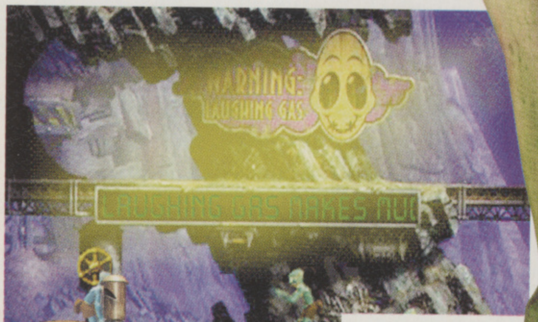
PLATFORM
BY ODDWORLD INHABITANTS
NOV RELEASE
1-2 PLAYERS

- PLAYSTATION AND PC-CD ROM PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- RELEASED BY GT TEL 0171 565 7300

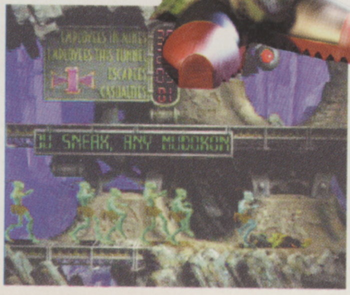
We all went crazy over Abe and his Mudokon pals in *Abe's Oddysee* last year, but now he needs your help again!

In the first Abe game you had to save the Mudokons, Scrabs, and Paramites from being made into snack foods for the evil Glukkons. This time around, they're using enslaved Mudokons to dig for the bones of their elders which are to be ground down and made into a popular Glukkon beverage – Soul Storm Brew! Abe is visited by spirits who give him the task of rescuing the Mudokon workers, infiltrating the brewery, and stopping the Glukkons once and for all. Get ready – *Oddworld* needs you!





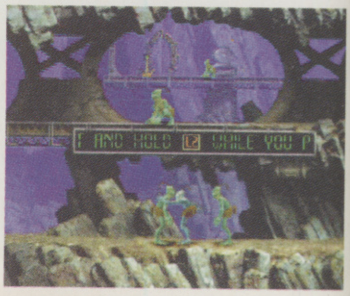
Watch out for laughing gas as it drives Mudokons mad!



Looking after six Mudokons can be tricky.

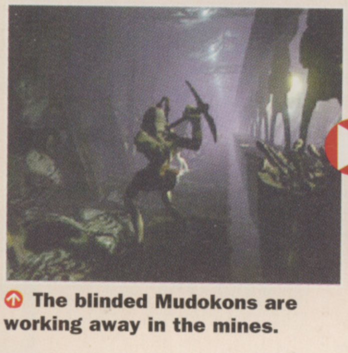
A BIT OF BLODDSHED

As with the first game, *Abe's Exoddus* has a strangely funny sense of humour all the way through. As before, Abe can fart with a simple button press, but there's now an all-new comedy situation you'll deliberately end up getting into – slap fights! On occasions you'll come across Mudokons who are completely out of control, often because of laughing gas. To stop them running about giggling like fools you need to give them a good slap in the face! Normally this'll bring them round, but don't go over the top or they'll fight back, resulting in a bundle of Mudokons slapping each other in the chops until someone starts apologising or even dies! Cool.



THE INTRODDUCTION

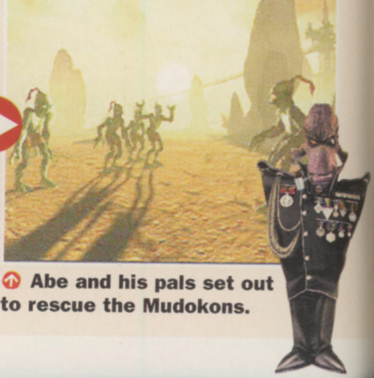
The game starts with another extremely impressive introduction sequence, mixing incredible rendered animation with detailed hand-painted scenery. It shows the evil Glukkons forcing Mudokons to dig for the precious bones with their eyes stitched shut so that they never see what they're mining, then Abe having the evil plot revealed to him by some helpful Mudokon spirits. Abe and his pals then follow a train full of bones to the Soul Storm factory, get separated, and start their adventure. As before, rendered sequences will pop up throughout the game to link sections together and expand on the storyline, and there's no doubt that they'll be as fantastic as the first game's.



The blinded Mudokons are working away in the mines.

At a party in Abe's honour, he falls and knocks himself out.

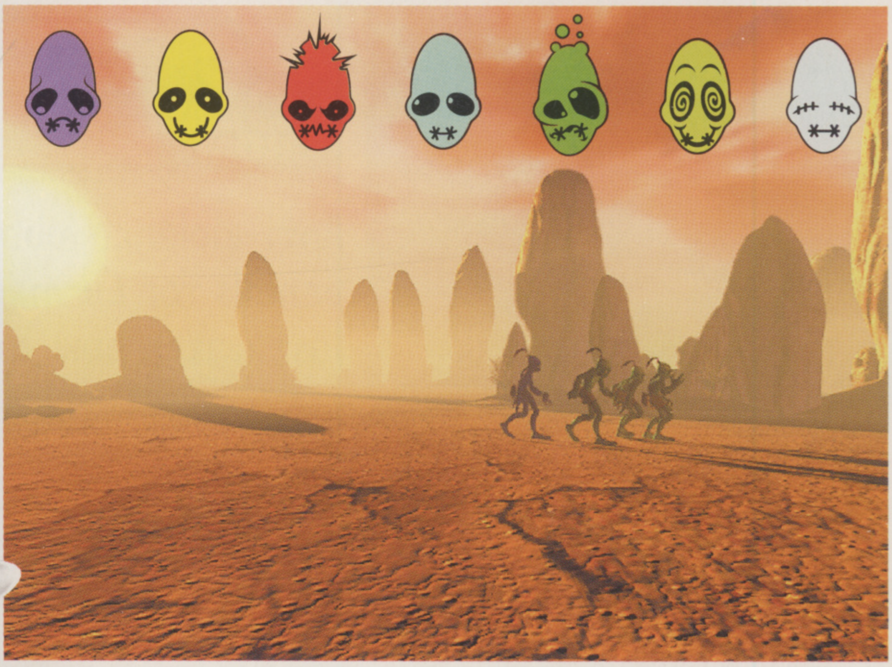
In his dream, Mudokon spirits explain the Glukkons' plan.

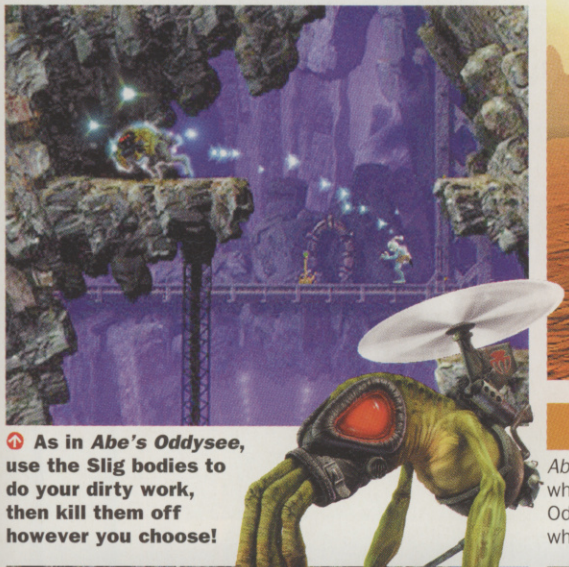


Abe and his pals set out to rescue the Mudokons.

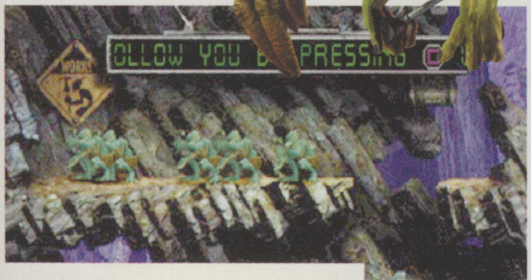
POSSESS NEW BODDIES

Abe has the magic ability to possess the bodies of other creatures, then make them do whatever he wants. In *Abe's Oddysee* it was only possible to possess the Slig guards, but now there's a wider range of species to control, each with their own selection of Gamespeak phrases. Once you've finished with a body shell, either walk off a massive cliff, into a deadly trap, or explode it from the inside. You'll even get the chance to control the evil Glukkons in *Abe's Exoddus*!

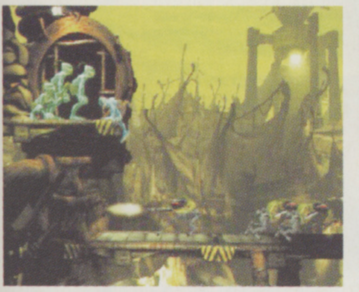




As in *Abe's Oddysee*, use the Slig bodies to do your dirty work, then kill them off however you choose!

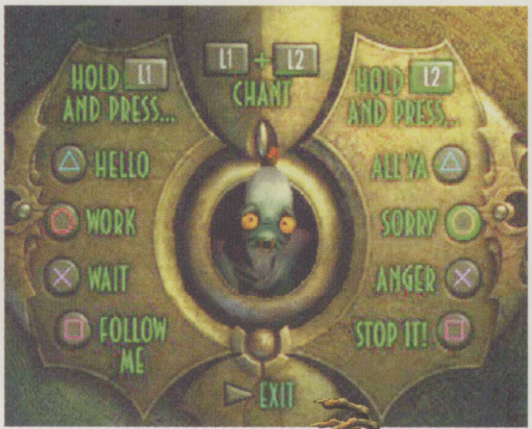

WORK
OLLOW YOU B PRESSING

You'll find Mudokons in big groups.

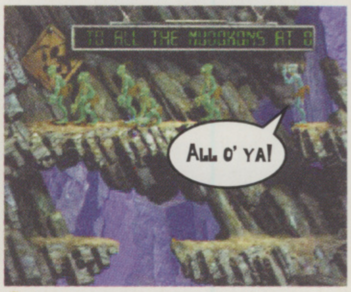


THE OXFODD MUDOKON DICTIONARY

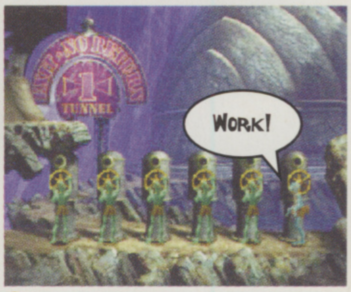
Abe's Oddysee introduced us to Gamespeak, a feature which allows Abe to talk to the other occupants of Oddworld. *Abe's Exoddus* adds a bunch of new phrases which you'll need to use to get past certain sections.


HOLD L1 AND PRESS...
L1 + L2 CHANT
HOLD L2 AND PRESS...
△ HELLO
○ WORK
✕ WAIT
□ FOLLOW ME
ALL 'YA △
SORRY ○
ANGER ✕
STOP IT! □
EXIT

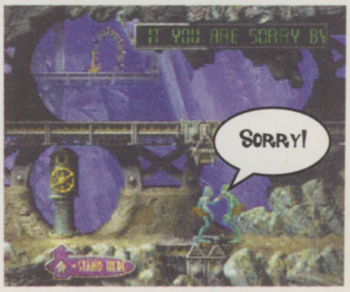
The Gamespeak control system is the same as before, only with a few new phrases.


TO ALL THE MUDOKONS AT B
ALL O' YA!

Get everyone's attention!

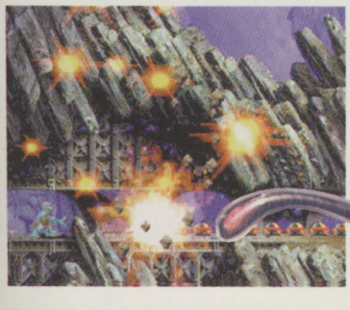

1 TUNNEL
WORK!

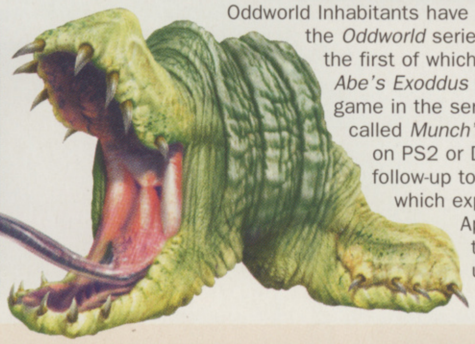
Make Mudokons work for you.


IF YOU ARE SORRY B
SORRY!
STAND HERE

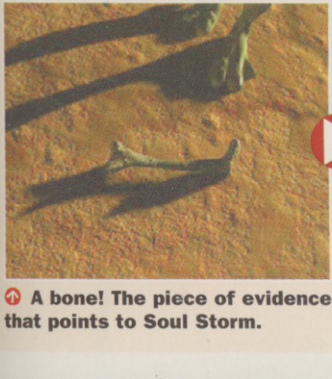
Apologise to unhappy dudes.

ODDITIONAL GAMES ON THEIR WAY!





Oddworld Inhabitants have said from the start that the *Oddworld* series will contain five games, the first of which was *Abe's Oddysee*. *Abe's Exoddus* isn't the true second game in the series – that's going to be called *Munch's Oddysee* and will appear on PS2 or Dreamcast – instead, it's a follow-up to the original adventure which explains why it's so similar. Apparently, all five games in the series will have follow-up adventures along the same lines as *Exoddus*.



A bone! The piece of evidence that points to Soul Storm.

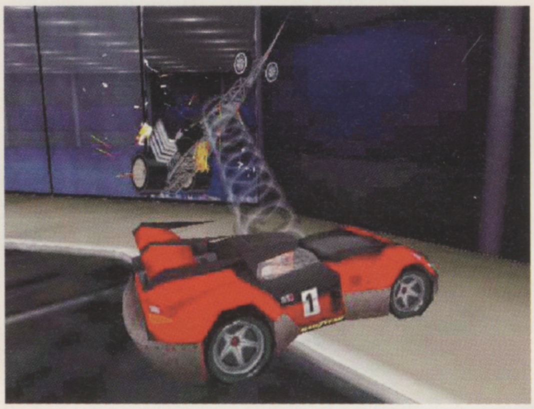
The imposing Soul Storm Brewery itself. Onward!

NECRUM BURIAL GROUNDS
UNDER NEW MANAGEMENT
KEEP OUT

Clambering in, the adventure begins!

IN OUR NEXT PERIODDICAL...

Abe's Exoddus is due for release in November, so we should be able to review a final two-CD version of the game before too long. Although it's very similar to the last game there are tons of Abe fans crying out for more who are going to love *Exoddus*, for sure.



70% COMPLETE

PC CD ROM

DRIVING GAME

BY STAINLESS SOFTWARE

NOV RELEASE

1-8 PLAYERS

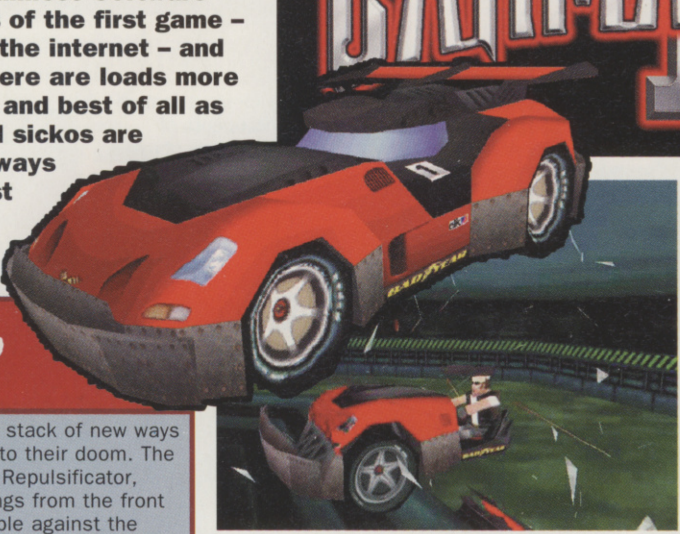
- PC PREQUEL AVAILABLE
- PLAYSTATION AND N64 VERSION PLANNED
- STORAGE 1 CD

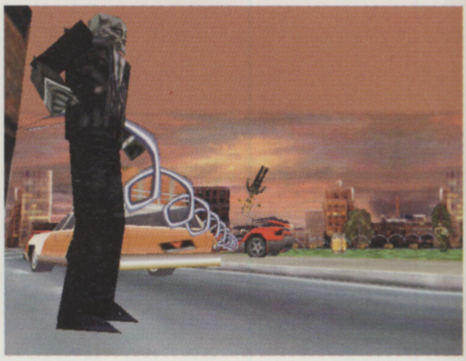
- RELEASED BY SCI
TEL 0171 585 3308

Anti-violence lobbies are sharpening their pencils for *Carmageddon 2: Carpocalypse Now.* Just watch how you cross the road.

CARMAGEDDON II™

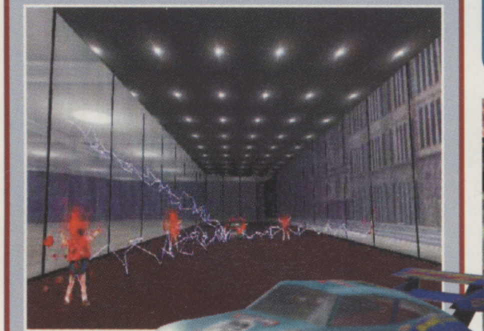
As any 'serious' driver will tell you, the thought of tearing towards a crowded zebra crossing and dismembering pedestrians is an appetising one. This is the general idea behind *Carmageddon 2*. The good thing about this sequel is that instead of acting on a whim, the guys at Stainless Software listened to criticisms of the first game – from punters and on the internet – and acted on them. So there are loads more cars, more weapons, and best of all as far as the in-the-head sickos are concerned, loads of ways to kill Joe Public. Just don't loiter around street corners, OK!





DIE PUSSYCAT, KILL KILL!

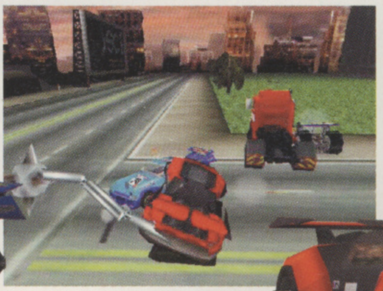
As mentioned, there are a stack of new ways to send innocent civilians to their doom. The funniest is the Pedestrian Repulsificator, which sends multiple springs from the front of the car and throws people against the nearest wall, their innards flying everywhere. Napalm bombs burn people to death and give you a barbecue bonus for your troubles, mines can be used to eliminate other drivers, and the Electro Bastard Ray automatically frazzles anything in its way, giving you huge kill combos.



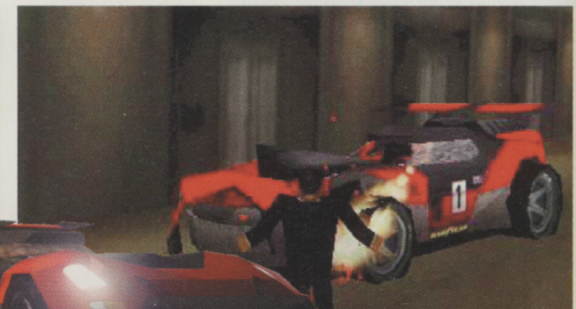
The Pedestrian Replusificator in full effect. Intestine spillage is imminent!

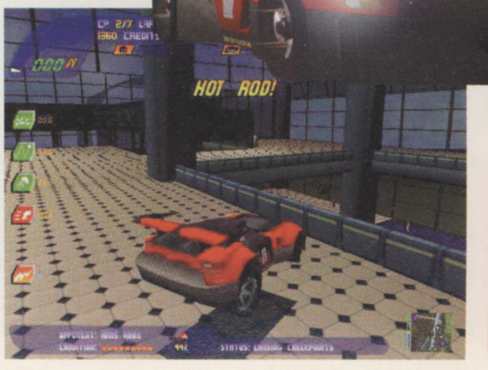
WHEN I LAY MY VENGEANCE UPON THEE

As well as the weapon power-ups, there are a number of other pick-ups and bonuses that effect the way the people are killed. For example, you get an extra style bonus for running over a person in reverse, and a piledriver bonus for ramming them into a wall at high speeds. You can pick up an exploding pedestrian power-up that causes them to chunder as soon as you hit them, and give the humans greased shoes so they can't run away as you approach. It's all very sick, but very funny as well.



The ball and chain will chop off the legs from any stray civilians.





Various messages will flash up depending on how you kill people.

CRASH AND BURN

Maim, mutate, kill, squash, trample, cripple, paralyse, mangle, maul or disfigure. All this will be included in next month's bloodbath of a review.

AN ACTION HERO
WITH A DIFFERENCE.
He's dead

DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION

MEDIEVIL

www.playstation-europe.com/medievil

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. ©1998 Sony Computer Entertainment Europe. All Rights Reserved. Developed and published by Sony Computer Entertainment Europe. RRP £39.99

CHECKPOINT

This month's events and software releases at a glance. **Oct — November**

IN ASSOCIATION WITH electronics boutique

Find out which games are due out before Christmas by reading Checkpoint – then make sure you've got all the money ready.

It could be Nintendo's Christmas this year, judging from the release schedule here. Even after you consider the giants, such as *Turok 2* and *F-Zero X*, we know Nintendo have at least one big secret planned for Christmas – and we don't mean *Zelda 64*, which WILL be awesome. *Diddy Kong Racing* last year. *Goldeneye* the year before. *Donkey Kong World* is coming!

THE BBC BIG BASH

26-29 November
NEC Birmingham

Music, pop groups, videos, gadgets and video games. Everything you could possibly want in entertainment at this weekend show organised by the BBC. We'll have more for you next month!

JAPANESE DREAMCAST LAUNCH

20 November
All over Japan

Sonic is here! Dreamcast hits the shelves! Mass hysteria beckons! It's crunch time for Sega and their wonder machine. Countdown to UK Dreamcast fever has begun – 10 months to go...

SEP–OCT SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY:
- **RED** These games are hot
- **BLUE** These are not

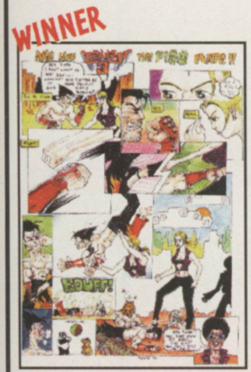
GAME NAME	FORMAT
16th October 1998	
Rushdown (Infogrames)	PlayStation
Buck Bumble (Ubi Soft)	Nintendo 64
Game of Life (Hasbro)	PC CD-ROM
Soccer Pro Manager (Infogrames)	PlayStation
Space Circus (Infogrames)	Nintendo 64
21st October	
Actua Golf 3 (Gremlin)	PlayStation
23rd October	
Bomberman Hero (THE Games)	Nintendo 64
Pro Pilot '99 (Cendant)	PC CD-ROM
USM 98/99 Add On (Cendant)	PC CD-ROM
Newman Haas (Psygnosis)	PC CD-ROM
30th October	
Actua Soccer 3 (Gremlin)	PlayStation
Formula One '98 (Psygnosis)	PlayStation
Sim City 3000 (EA)	PC CD-ROM
Knockout Kings '99 (EA)	PlayStation
ODT (Psygnosis)	PlayStation/ PC CD-ROM
Gangsters: Organised Crime (Eidos)	PC CD-ROM
Silicon Valley (Take 2)	Nintendo 64
Puma Street Soccer (Infogrames)	PlayStation/ PC CD-ROM
Glover (Hasbro)	Nintendo 64/ PC CD-ROM
Small Soldiers (EA)	PlayStation
Tenchu (Activision)	PlayStation
Unholy War (Eidos)	PlayStation
October (no set release)	
Atlantis (Cryo)	PlayStation
Baby Universe (Sony)	PlayStation
Monkey Hero (Take 2)	PC CD-ROM
B-Movie (GT)	PlayStation
Conkers Quest (THE Games)	Nintendo 64
Dreams (Cryo)	PlayStation
Micro Machines 64 Turbo (Codemasters)	Nintendo 64
Medievil (Sony)	PlayStation
Fighting Force 64 (Eidos)	Nintendo 64
Megaman Battle and Chase (Infogrames)	PlayStation
Megaman Legends (Infogrames)	PlayStation
Football World Manager (Ubi Soft)	PC CD-ROM
Gex 64 (GT)	Nintendo 64
Turok 2 (Acclaim)	Gameboy
Magic and Mayhem (Virgin)	PC CD-ROM
Megaman X4 (Infogrames)	PlayStation
NFL Extreme (Sony)	PlayStation
Bass Hunter (Take 2)	Nintendo 64
Off Road Challenge (GT)	PlayStation
Pocket Fighter (Virgin)	PlayStation
Rival Schools (Virgin)	PlayStation
Sensible Soccer Club Edition (GT) PlayStation	
NBA Jam '99 (Acclaim)	Gameboy
Spyro the Dragon (Sony)	PlayStation
Thrill Kill (Virgin)	PlayStation
X-Men vs Street Fighter (Virgin)	PlayStation
Zero Divide 2 (Sony)	PlayStation

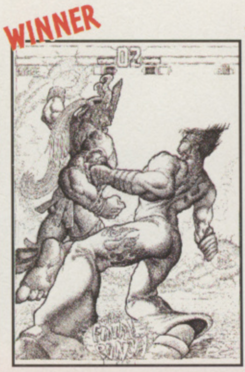
GAME NAME	FORMAT
6th November	
NBA '99 (EA)	PlayStation
Star Control 4 (EA)	PlayStation
F-Zero X (THE Games)	Nintendo 64
Sin (Activision)	PC CD-ROM
S.C.A.R.S. (Ubi Soft)	Nintendo 64
Test Drive 5 (EA)	PlayStation/ PC CD-ROM
Turok 2 (Acclaim)	Nintendo 64
7th November	
Oddworld: Abe's Exoddus (GT)	PlayStation
13th November	
Apocalypse (Activision)	PlayStation
Colony Wars 2 (Psygnosis)	PlayStation
FIFA '99 (EA)	PC CD-ROM
Tonic Trouble (Ubi Soft)	Nintendo 64
Michael Owen's WLS '99 (Eidos)	PlayStation/ PC CD-ROM
Wargasm (Infogrames)	PC CD-ROM
18th November	
Brian Lara Cricket (Codemasters)	PlayStation/ PC CD-ROM
TOCA 2 Touring Car (Codemasters)	PlayStation
20th November	
Asterix (Infogrames)	PlayStation
Big Air (EA)	PlayStation
FIFA '99 (EA)	PlayStation
Thief: The Dark Project (Eidos)	PC CD-ROM
Psybadek (Psygnosis)	PlayStation
27th November	
Pool (Gremlin)	PlayStation
Tiger Woods '99 (EA)	PlayStation
Heretic 2 (Activision)	PC CD-ROM
WCW vs NWO Revenge (THQ)	Nintendo 64
Tomb Raider 3 (Eidos)	PlayStation/ PC CD-ROM
30th November	
Wipeout 64 (Psygnosis)	Nintendo 64
November (no set release)	
Assault (Telstar)	PlayStation
Blasto (Sony)	PlayStation
Bust a Groove (Sony)	PlayStation
XG-2 (Acclaim)	Nintendo 64
Colour Gameboy (THE Games)	Gameboy
Cool Boarders 3 (Sony)	PlayStation
Libero Grande (Sony)	PlayStation
FIFA '99 (EA)	Nintendo 64
NBA Jam '99 (Acclaim)	Nintendo 64
Rat Attack (Mindscape)	PlayStation
Rogue Trip (GT)	PlayStation
Rayman 2 (Ubi Soft)	Nintendo 64
VIVA Football (Virgin)	PlayStation
Wild Arms (Sony)	PlayStation

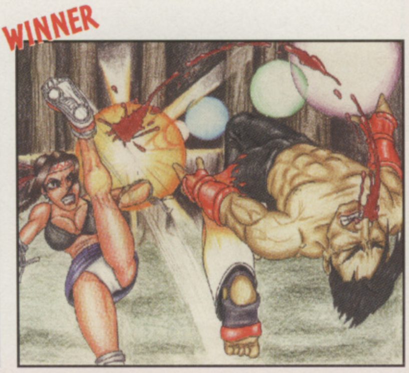
WINNERS! WINNERS!

TEKKEN 3

Despite the flood of entries, the overall quality was pretty average. But we managed to find three awesome pics that correctly managed to draw two fighters from *Tekken 3*, er, fighting! The first winner is **Jack Reubsaet from Sittard in Holland** (centre) – the best pic we've received in a long while! **Chris Ollis from Welwyn Garden City** (right) and **Royce of Northampton** (his is the comic strip) are the other winners.

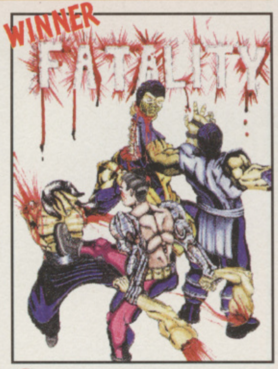


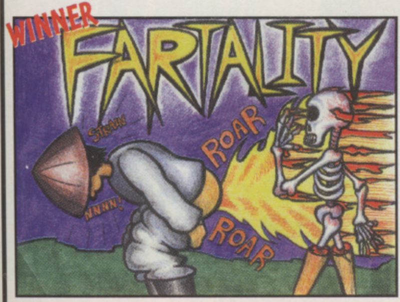


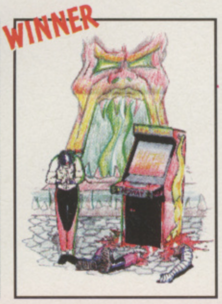


MORTAL KOMBAT 4

To win the latest *Mortal Kombat* game, all you had to do was draw any fatality from any of the games. Of course, Sub Zero's Spine Rip was the most popular one – two of the winners feature it. **Darren Nicholls of Redhill** drew one fatality from all four games, and **Luke Spicer from Edmonton** did the awesome double fatality pic (right). Finally, **Geoff Chunk** (cool name) of Wiltshire wins for his Fartality.



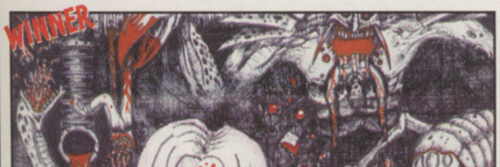




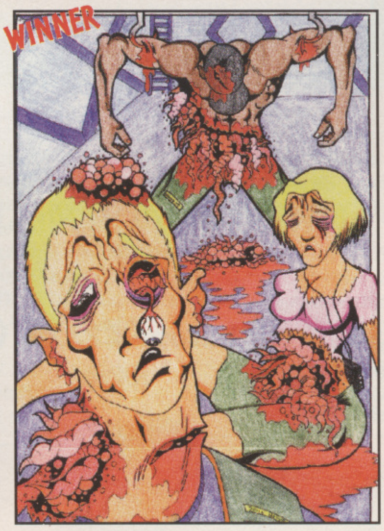
The most powerful fart in the world featured in Geoff's pic, while the other two went for blood.

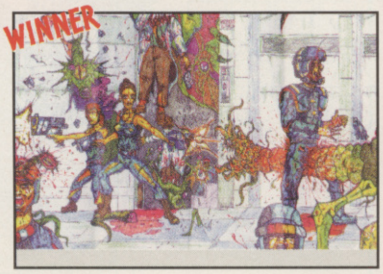
DEEP FEAR

Finally, for the last ever official Saturn game, you were told to draw a gore-infested pic because there is a bit of blood in *Deep Fear*. The three winners are **Christopher Patrick of Staffs**, **Chris Haycox of Warwick** and **Allan Dean of Moray** in Scotland. Nice one chaps.



This is a journey into the gory minds of CVG readers. There's nothing like a touch of violence to get the creative juices flowing.





WIN! WIN! WIN WITH electronics boutique WIN! WIN!

ODDWORLD: ABE'S EXODDUS

One of the surprise hits of last year gets a long-overdue sequel and we have three of them to give away. To do so, all we want you to do is as follows. The intro in both Abe's games are spoken in short poems so you have to tell us what you did today in no more than two verses of a poem. Mark your entries **MY ODE TO ABE** at the address below. We reckon this might be popular with the ladieez, as Abe has that certain something that appeals to the kinder gender. Apparently.

TUROK 2

Acclaim's monster smash is back with a vengeance this month, and it's going to send shivers down your spine again. We can feel our spines tingling already! All you Nintendo 64 owners who've been waiting patiently for this game should get your pencils out if you fancy winning yourselves a copy, as we want you to draw us a cool *Turok* picture. Straight copies of existing artwork or tracings will be given to Steve, who will either throw them in the bin or rip them up first and *then* throw them in the bin. They have to be original ideas only. Send them to **TUROK ROK ROK ROK, TUROK ROK ROK.**

SIN

Forget confession, this game is all about *Sin* – as in the "deadly sins". All seven of them – geometry, geography, history, and buying-a-mag-other-than-CVG. Er, maybe not. Anyway, that's more than enough religion (and clues) for one issue of CVG. What we really want to know is if you fancy winning a copy of Activision's cool new corridor blaster? If so, all you need to do is jot down the seven deadly sins on a postcard and send them to us. With your name and address clearly marked. The title of this compo? **FORGIVE ME CVG FOR I HAVE SINNED.**

Send entries as soon as possible to:

CHECKPOINT #204 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.

SPECIAL THANKS

Thanks once again to all of the people at EB. Without you, there would be no EB. And a lot less game shops and no release dates for CVG. Remember though, if the date is wrong, it was correct when we printed it! It's not our fault. Sorry.

EB are one of the fastest-growing video game retailers in the country. They now have over 160 stores nationwide and that figure is always growing, which means there is even more opportunity for you to get the games you want. Become a member of EB and use their loyalty card scheme to get discounts and money off offers, and feel safe in the knowledge that their 10-day full refund policy will take back any unwanted titles. For more info, give them a bell on 0800 317 778.

Subscribe Now!

OR WE'LL SEND ROUND THE VAMP!

A year's worth of CVG!
Delivered to your door!
Before it's in the shops!

FOR ONLY

£18

AAARGHH!
I WANT YOUNG BOYS' NECKS!

computer and video games

A TRULY FANGTASTIC OFFER!

SUBSCRIPTION ORDER FORM

Simply fill in this coupon and return with payment to CVG Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA or telephone...

☎ **Credit Card Hotline. 01858 435 350** ☎ Lines are open from 8.30am to 9pm Monday to Friday and 10am to 4pm Saturday and Sunday. Please quote source and offer codes.

UK 12 months £18.00 Air Europe £33.00 World Air £53.00

I wish to subscribe to CVG Magazine for one year. I enclose a cheque/postal order made payable to Emap Active for

£ ____________________

Please debit my Access/Visa/Mastercard

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date: ____________________

Signature: ____________________

Date: ____________________

Source Code IB1p

Offer Code Blk

Offer ends November 23rd 1998

NAME ....

ADDRESS ....

....

POSTCODE ....

TELEPHONE ....

DATE OF BIRTH ....

SIGNED ....
(Parents or guardian's signature if under 18 years)

If you would prefer not to receive further offers/information from Emap Active please tick box ☐

All subscriptions will be processed as quickly as possible. Please allow 28 days for order to be processed after which you will receive the first available issue.

SUBSCRIPTIONS

NEXT MONTH IN

computer and video games

SEGA RALLY 2

SEGA RALLY CHAMPIONSHIP

PLUS

- ★ VIRTUA FIGHTER 3: TB ON DREAMCAST!
- ★ PLAYSTATION 2
- ★ ZELDA 64
- ★ TOMB RAIDER 3
- ★ FORMULA 1 '98
- ★ FIFA '99
- ★ SONIC ADVENTURE
- ★ TUROK 2
- ★ METAL GEAR SOLID

ISSUE No. 205 OUT NOVEMBER 11TH

BACK ISSUES!

200

Preview of the fantastic new N64 game, Body Harvest; the world's best Gran Turismo guide, and reviews of Dead or Alive, Vigilante 8, Breath of Fire, Special Ops, Guilty Gear, Unreal, and loads more.

201

The best Banjo Kazooie review… ever! PLUS previews of Final Fantasy 8, Metal Gear Solid, Turok 2, Perfect Dark. And more reviews of great games – including Colin McRae Rally and Commandos.

202

Interview with the team behind Tomb Raider 3. Plus a look at the all-out mad-rush racer F-Zero X; the definitive Tekken 3 review; Metal Gear Solid; Wipeout 64; Ninja; and tons more!

203

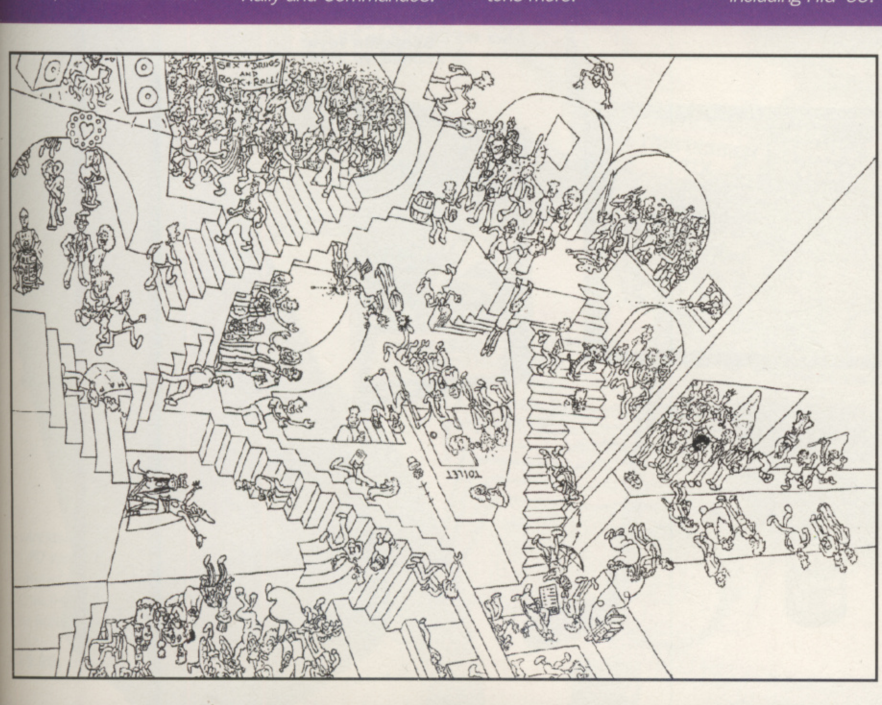
Exhaustive coverage of Tekken 3, with moves lists for more of your favourite characters. Plus Wipeout 64, Tomb Raider 3, C&C: Retaliation, and all the footy games that matter including Fifa '99.

PHONE NOW TO GET YOUR BACK ISSUES

☎ **01858 435350**

EARLY ISSUES OF THE WORLD'S FIRST GAMES MAG IN SHORT SUPPLY, SO HURRY.

EVERY ONE A MASTERPIECE!



**G'day mate,
How's it hangin'? I just thought I'd hand you this here little coupon to remind you to save a copy of CVG for me, so I can read it when get back from my walkabout.
Good on ya, mate.**

NAME ....

ADDRESS ....

....

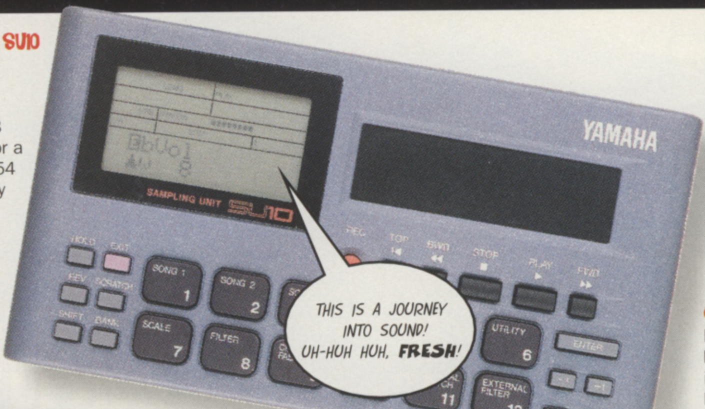
SIGNED ....

DATE ....

computer and video games

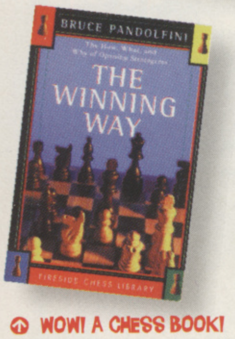
GIZMO PALACE

WHERE PRODUCTS FLAUNT THEIR CRAZY WARES!


YAMAHA
SAMPLING UNIT SU10
THIS IS A JOURNEY INTO SOUND! UH-HUH HUH, FRESH!

YAMAHA SU10
A handheld sampler that allows you to save up to 48 waveforms, for a maximum of 54 seconds. Easy to use, and good for beginners. **£199, by Yamaha.**

ASCII SPHERE 360
It takes a while to get used to, but think of that ball as your head in the game. Tilt it to turn, pull back to look up etc. Pretty good, but you need a real light touch. **£49.99 by ASCii, available from November.**

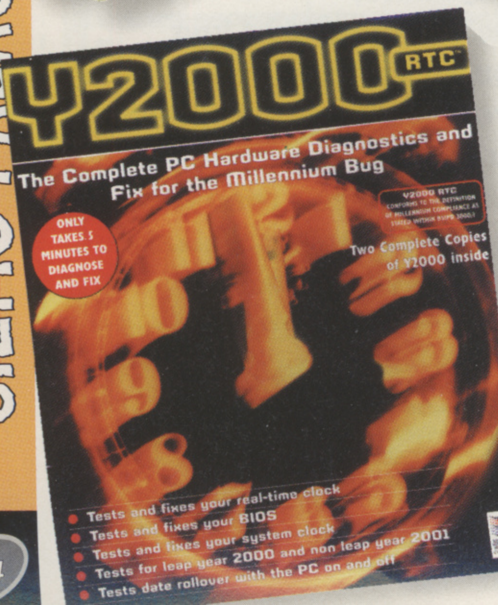

BRUCE PANDOLFINI
THE WINNING WAY
FIRESIDE CHESS LIBRARY

SPIN THE BOTTLE
The party favourite returns in electronic form. Truth, dare or kisses are dished out by a talking bottle. Weird? **£15, by Really Useful Games.**

Spin the Bottle
Dare
Truth
Kiss

WOW! A CHESS BOOK!
Chess strategies explained in detail. Whoever thinks video games players are nerds hasn't read this! **£8.99, Simon & Schuster.**

UNDERCOVER SPY GEAR
If you've ever been burgled, immitate Charles Bronson, and do the job yourself by dusting for the perp's prints. **£7.99, by Benjamin Toys.**


Y2000 RTC
The Complete PC Hardware Diagnostics and Fix for the Millennium Bug
ONLY TAKES 5 MINUTES TO DIAGNOSE AND FIX
Two Complete Copies of Y2000 inside
Tests and fixes your real-time clock
Tests and fixes your BIOS
Tests and fixes your system clock
Tests for leap year 2000 and non leap year 2001
Tests date rollover with the PC on and off

ALEX UNDER COVER FINGERPRINT KIT
8+
ALEX UNDER COVER FINGERPRINT KIT GUIDE BOOK

Y2K BUG KILLER
Check your PC for the millennium bug, with this idiot-proof bug fixer. **£49.99, by GT.**

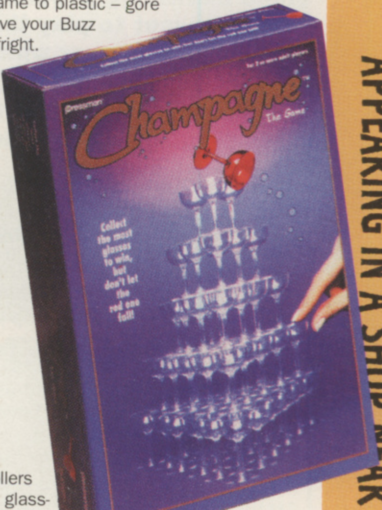
DIABLO PAD

To quote the box, the pad features "a multi-directional navigation button allowing for greater control when steering". You can't argue with that.
£6.99, by NuGen.

I NEED A HERO 'TIL THE END OF THE NIGHT. HE'S GOT TO BE BIG, GOT TO BE STRONG, AND GOT TO BE FRESH FOR THE FIGHT.
WHY COULDN'T ANOTHER PART OF MY ANATOMY HAVE BEEN HORRIFICALLY MUTATED INSTEAD? I MEAN... WHAT AM I GOING TO DO WITH A BIG ARM?

RESIDENT EVIL TOYS

Only available on import in the UK. Jill, Chris, Tyrant, Forest Speyer and a Maggot Zombie, among other favourites, make the leap from game to plastic – gore intact. Go give your Buzz Lightyear a fright.
£8-15, importers only.


Champagne
The Game
Collect the most glasses to win, but don't let the red one fall!

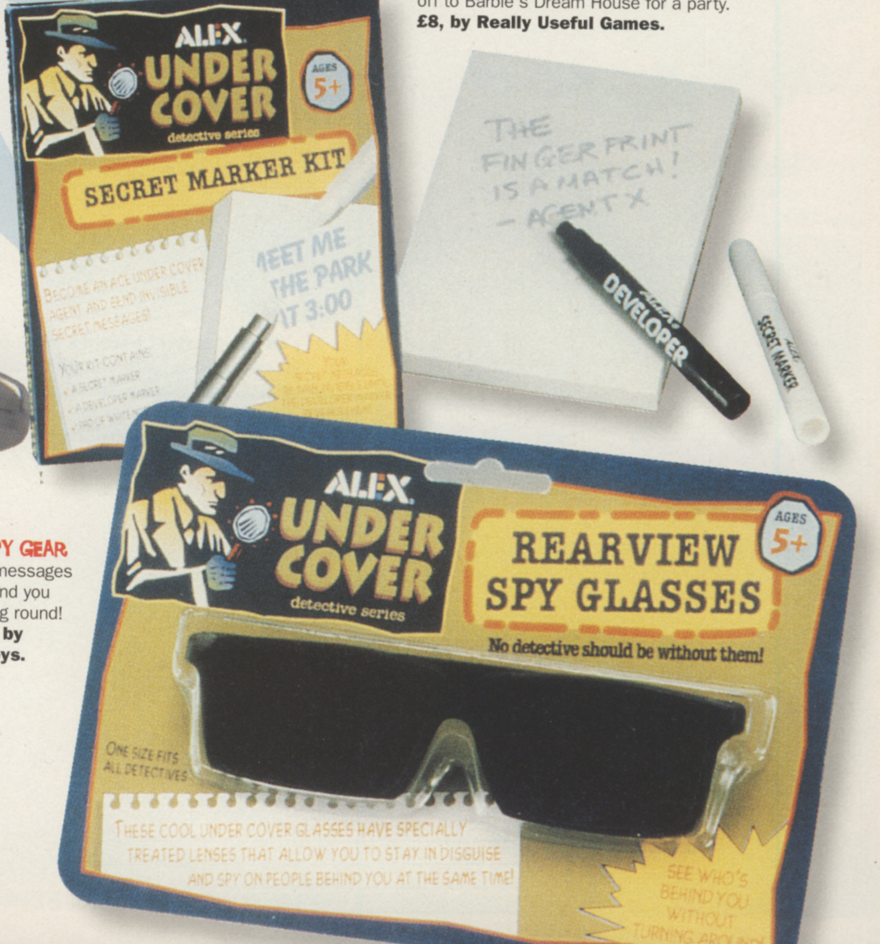
CHAMPAGNE

The game for high rollers everywhere. Remove glasses without toppling the red one. Once you've finished, it's off to Barbie's Dream House for a party.
£8, by Really Useful Games.

SEGA
HOW TO PLAY
VS PLAY
LOCK-ON

SEGA LOCK-ON 2

You too can look like Jean Claude Van-dammit in *Universal Soldier*, thanks to the funky head strap (above). A light-gun game where the guns can fire up to 40 metres.
£29.99 or £59.99 for twin pack, by Bandai.


ALEX UNDER COVER
detective series
AGES 5+
SECRET MARKER KIT
MEET ME THE PARK AT 3:00
THE FINGER PRINT IS A MATCH! - AGENT X
DEVELOPER
SECRET MARKER
ALEX UNDER COVER
detective series
AGES 5+
REARVIEW SPY GLASSES
No detective should be without them!
ONE SIZE FITS ALL DETECTIVES
THESE COOL UNDER COVER GLASSES HAVE SPECIALLY TREATED LENSES THAT ALLOW YOU TO STAY IN DISGUISE AND SPY ON PEOPLE BEHIND YOU AT THE SAME TIME!
SEE WHO'S BEHIND YOU WITHOUT TURNING AROUND

MORE SPY GEAR

Write secret messages and look behind you without turning round!
£3.49 each, by Benjamin Toys.

GYRO PRO IV

A wireless joystick for PC games. Features analogue and digital modes, and a four-metre range. Very *Star Trek*!
£49.99, by One For All.

NINTENDO64

SNOWBOARDING | **BY NINTENDO**

NOV RELEASE | **1-2 PLAYERS**

- PRICE £49.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- RELEASED BY THE GAMES TEL 01793 653377

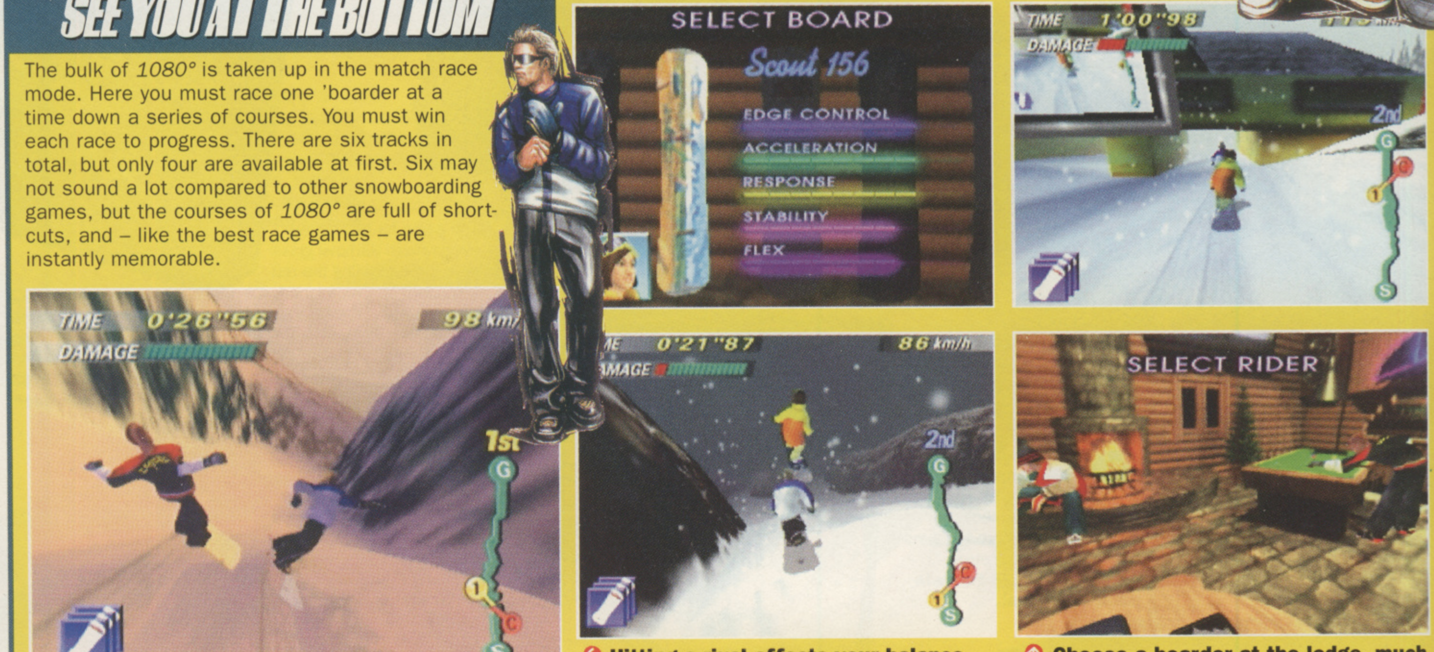
Wax up your board and put on your winter warmers. The most realistic snowboarding game ever finally hits the UK.

1080° TenEighty

Before we get to the review of *1080°*, we'd first like to give it our own special award – for the strangest delay in games history, due to the six-month wait we've had to endure for the game. The reason for the delay? Incredibly, Nintendo blamed the weather. Some marketing people decided that we wouldn't want to play the best snowboarding game ever while the sun was shining outside. Instead, it's been delayed until now – the start of the Winter sports season. Get ready for the white powder rush.

SEE YOU AT THE BOTTOM

The bulk of *1080°* is taken up in the match race mode. Here you must race one 'boarder at a time down a series of courses. You must win each race to progress. There are six tracks in total, but only four are available at first. Six may not sound a lot compared to other snowboarding games, but the courses of *1080°* are full of short-cuts, and – like the best race games – are instantly memorable.

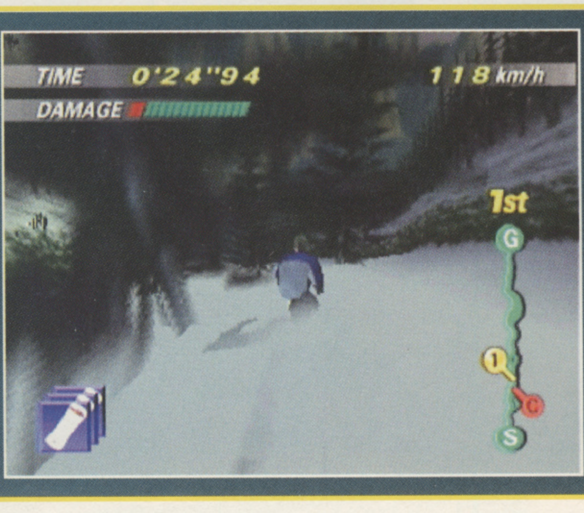

SELECT BOARD
Scout 156
EDGE CONTROL
ACCELERATION
RESPONSE
STABILITY
FLEX
TIME 1'00"98
DAMAGE
2nd
TIME 0'26"56
DAMAGE
98 km/h
1st
TIME 0'21"87
DAMAGE
86 km/h
2nd
SELECT RIDER

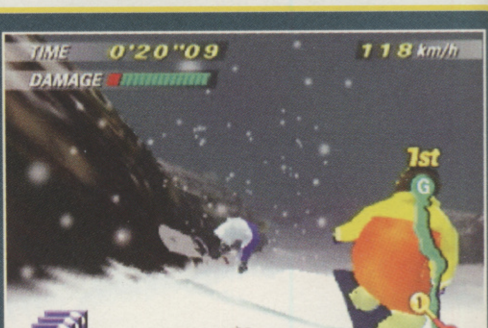
← **Hitting a rival effects your balance and can add a notch to the damage bar.**

↑ **Choose a boarder at the lodge, much better than a static select screen.**

THIS FEELS FAMILIAR

The game that has most in common with *1080°* is *Wave Race*. It's not surprising – both games are made by the same team. *1080°* has the same realism and feel. Like *Wave Race*, you can also perform tricks. But in *1080°*, there's a longer list of moves that you can perform, ranging from a simple grab to the near-impossible move that gives the game its name. All moves are performed with combinations of the direction, shoulder, and B buttons.

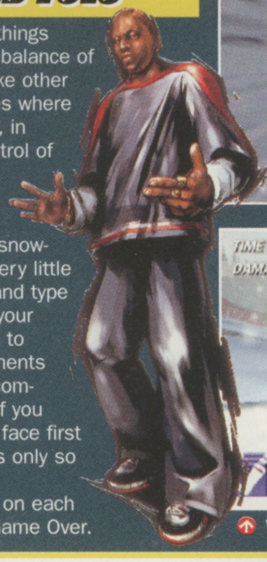

TIME 0'24"94
118 km/h
DAMAGE
1st


TIME 0'20"09
118 km/h
DAMAGE
1st

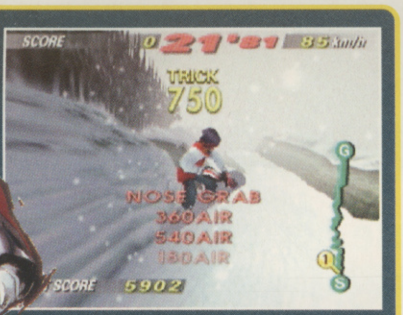
↑ **This mogul field is very similar to the big breakers in *Wave Race*. It's easy to wipeout.**

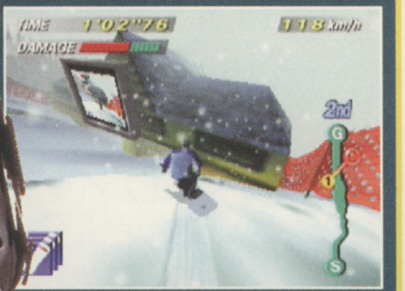
← **The deep powdery snow seems almost real.**

BEND ZE HIPS, HEELS AND TOES

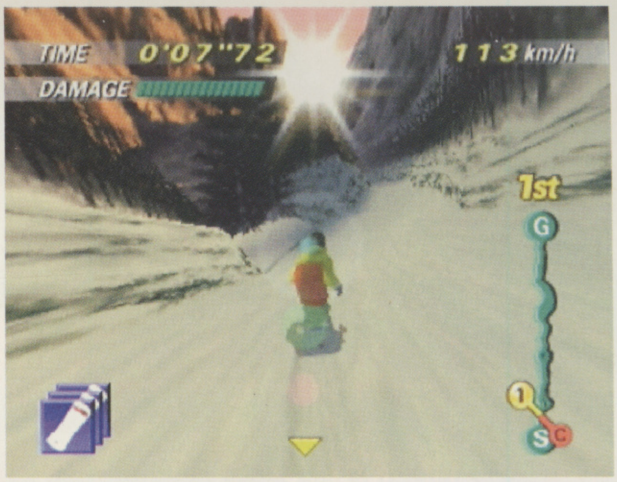


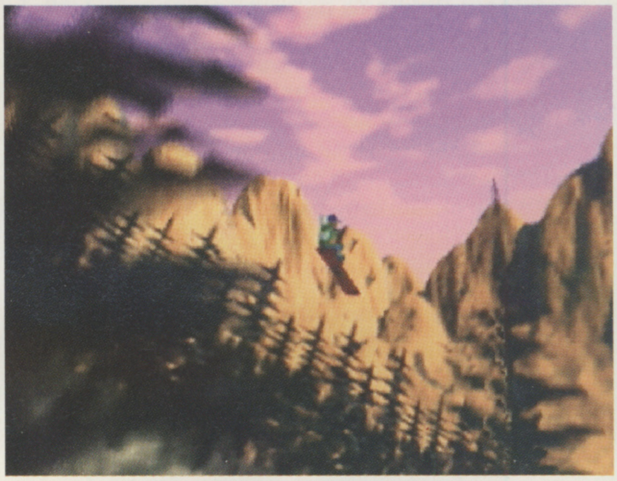
One of the coolest things about *1080°* is the balance of your character. Unlike other snowboarding games where you steer the board, in *1080°* you take control of the boarder. This immediately makes *1080°* feel more realistic than other snowboarding games. Every little rock, bump, jump, and type of snow can affect your balance. You'll have to make minor adjustments on the 3D stick to compensate for these. If you don't, you'll end up face first in snow, and there's only so many times you're allowed to wipe out on each course before it's Game Over.


SCORE 0'21"81 85 km/h
TRICK
750
NOSE GRAB
360AIR
540AIR
180AIR
SCORE 5902

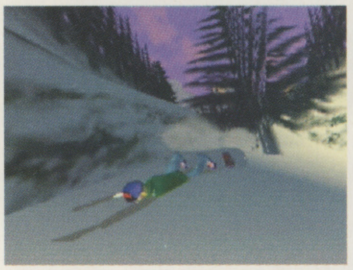

TIME 1'02"76 118 km/h
DAMAGE
2nd

↑ **Wonder if you can jump the hut?**


TIME 0'07"72 113 km/h
DAMAGE
1st



TIME 0'36"46 112 km/h
DAMAGE
1st

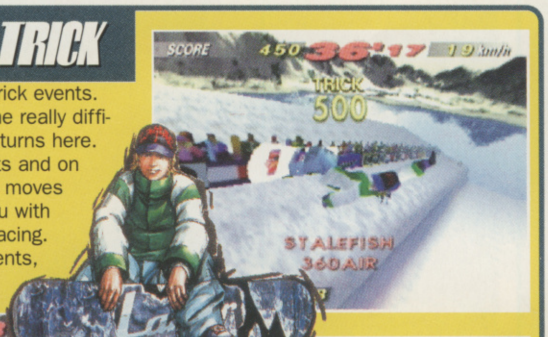


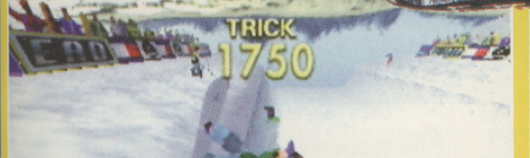
↑ **This replay shows Alex jumping a huge tree!**

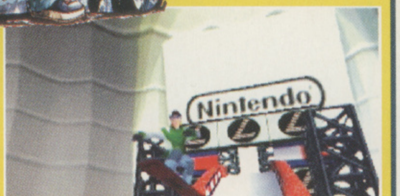
← **Replays make everything look spectacular.**

IT'S TRICKY TO DO A TRICK

Another realistic part of the game is the trick events. *1080°* doesn't make it easy to perform the really difficult tricks, so you won't make any 2000° turns here. To notch up huge scores in the trick events and on the half-pipe you have to learn how to link moves together. A series of moves will reward you with higher points. Long after you've finished racing. You'll return to *1080°* just for the trick events, especially the addictive half-pipe.


SCORE 450 36'17 19 km/h
TRICK
500
STALEFISH
360AIR


SCORE 3900 18'08
TRICK
1750
INDY NOSEBONE
360AIR
720AIR
1080AIR
BEST SCORE 31735

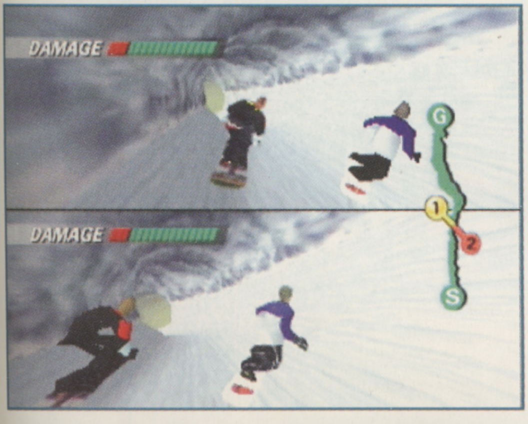


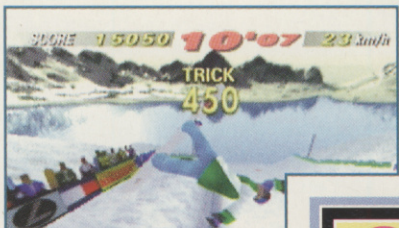
← **Intergalactic Tony Cormack pulls off the top trick in the game. He is useful for something after all!**

CVG OPINION

Compared to other 'boarding games on the market, *1080°* is definitely the king. Not only in looks, but more importantly in the way it plays and feels. From the moment you pick your 'boarder at the lodge you know this game is special. It seems like the game has been made by people who have tried snowboarding (rather than those that offer you their interpretation of what it must be like), and what you're getting is almost a sim. The "natural" physics that are evident in *Wave Race* are equally as impressive in *1080°*, and the rumble pack makes things just that little bit more exciting. It's not a perfect game, and one that is fairly easy to beat, so I won't give it top marks. But until the next 'boardin' game comes along, this is the current daddy!

ALEX HUHTALA


DAMAGE
DAMAGE


SCORE 15050 10'07 23 km/h
TRICK
450
INDY NOSEBO
360AIR
BEST SCORE 28428

↑ **Score attacks can be so addictive... one more go!**

← **Two can play this game!**

RATING 4/5

Simply the most realistic snowboarding game around. Luckily 1080° plays as good as it looks, which, you've got to admit, is awesome!

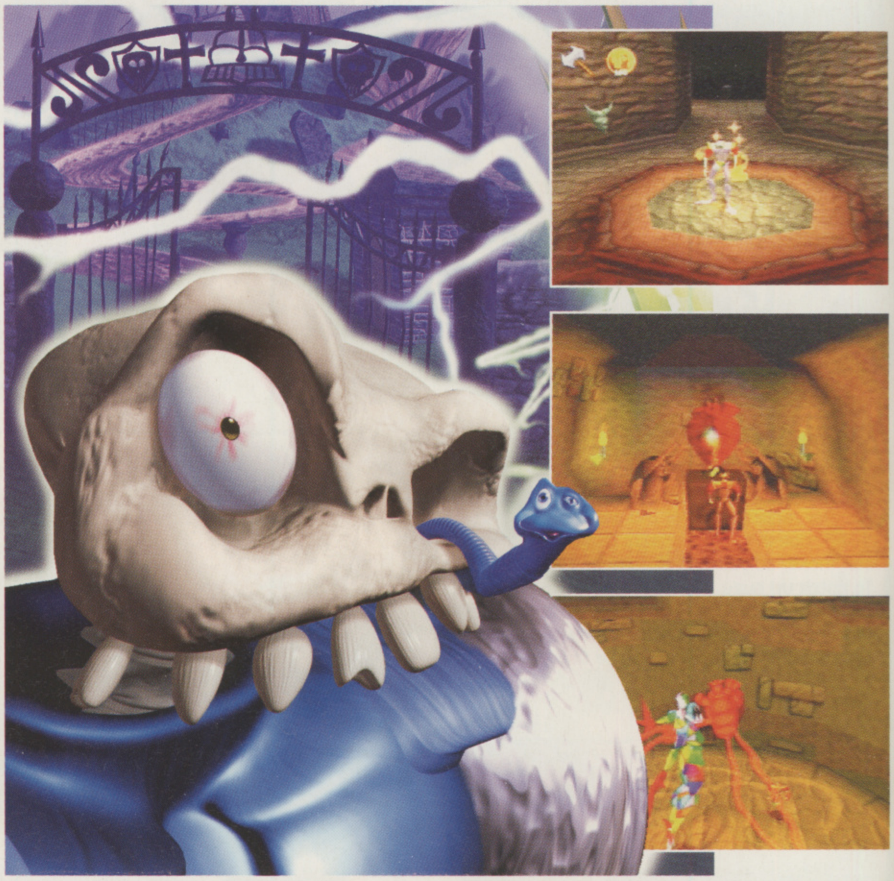
ACTION GAME
BY SCEE CAMBRIDGE
NOV RELEASE
1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
TEL 0171 447 1600

'Please try our new Yo' Ass credit card.' Thanks. I'm going to get *MediEvil* on Yo' Ass!

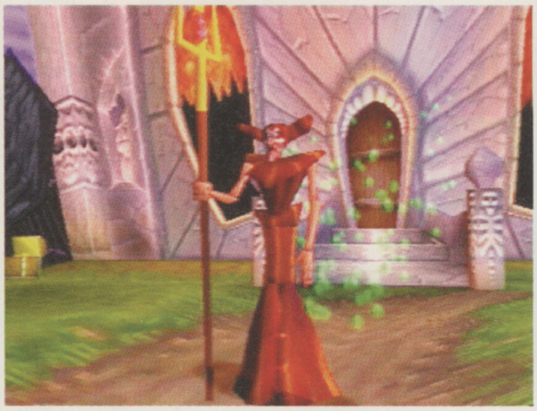
MEDIEVIL

An evil sorcerer named Zarok has turned the once-peaceful land of Gallowmere, into a place haunted by zombies. Only one person can save the day, but he's not all flesh and blood. Zarok's evil spell has revived Sir Daniel Fortesque from his eternal sleep. Now it's time for payback. Sir Dan is going to fight all the ghouls and ghosts that are littering the land, just so that he can go back to his peaceful afterlife.



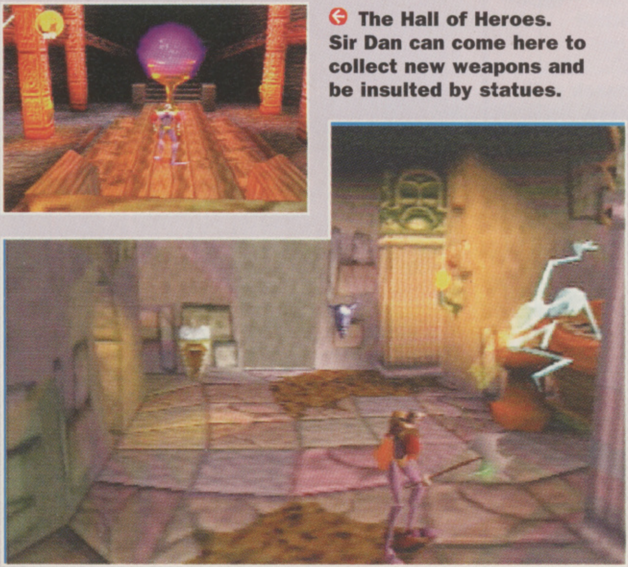
GIVE US A CLUE

MediEvil is a mix of action and puzzle solving set across more than 20 levels. As you navigate the 3D world, keep an eye open for statues and books. You can talk to some statues who offer clues of your dilemma, and about Sir Dan's past. Books also give clues to puzzles in your immediate surroundings. The clues are cryptic, but it doesn't take a Stephen Hawking to figure them out.



The evil Zarok, and a trail of green gunk. Eurrgh!

THE VESSEL WITH THE PESTLE



The Hall of Heroes. Sir Dan can come here to collect new weapons and be insulted by statues.

The Phantom of the Opera is playing an awful tune. To go further, you'll have to give him a musical hand.

By finding chests or shopping at the hidden weapon stores, you can replenish your weapon stocks during your quest. You also have to keep an eye out for a chalice on each level. Kill enough enemies, and the chalice will become full. Collect it, and at the end of the level you'll be transported to the Hall of Heroes. Where you can collect a special weapon.

CVG OPINION

If you've ever played the Capcom classic *Ghosts and Goblins*, you'll know what *MediEvil* is all about in the first seconds of play. The hack-and-slash action and look is eerily familiar, unfortunately *MediEvil* isn't as memorable as Capcom's game. The main problem is repetition, the game doesn't really get going until the third or fourth level, and by then I was a bit bored. That's not to say *MediEvil* is a bad game, just short on genuine thrills.

ALEX HUHTALA

RATING

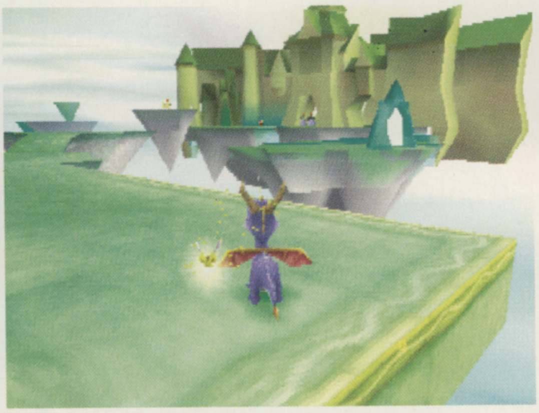
● ● ○ ○ ○

Nothing you haven't seen before. MediEvil looks nice, and plays OK, it's just a bit too repetitive and tedious to be recommended.

MONACO
GRAND PRIX
racing simulation 2
OUT NOW!
PC CD-ROM
©Automobile Club Monaco
TAG HEUER
BRIDGESTONE
Castrol
Ubi Soft

Ubi Soft Entertainment, 1 Weir Road, Wimbledon, London SW19 8UX
Tel: +44 (181) 944 9000 • Fax: +44 (181) 944 9300 • Ubi Soft web site: www.ubisoft.co.uk

©1998 Ubi Soft Entertainment Ltd. All other trademarks and logos are the property of their respective holders.



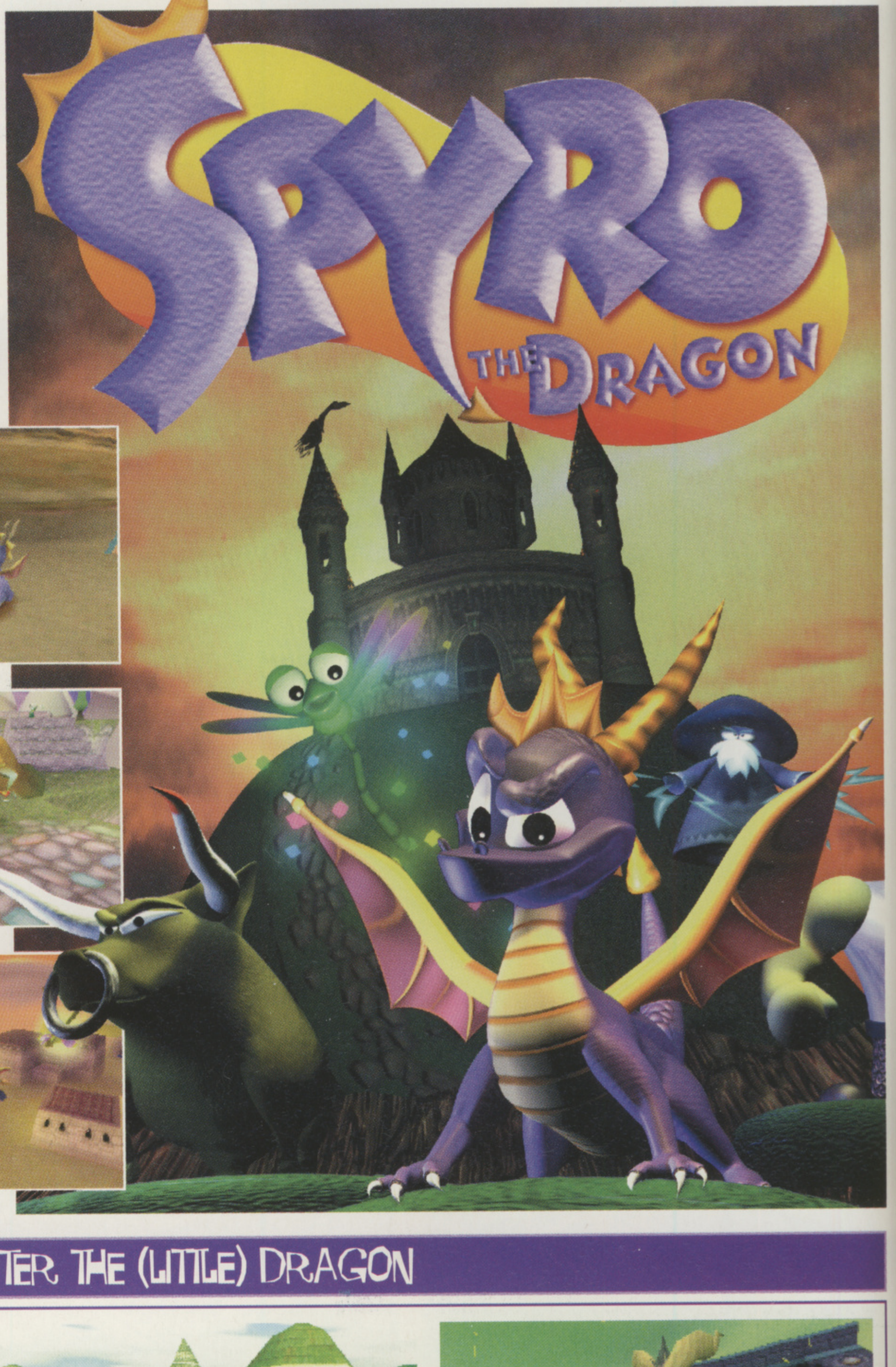
PlayStation

- 3D PLATFORM
- BY INSOMNIAC GAMES
- OUT NOW
- 1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
TEL 0171 447 1600

No blood, no twitching body parts and no kalashnikovs. But we do have rabbits and plenty of dragons on the menu.

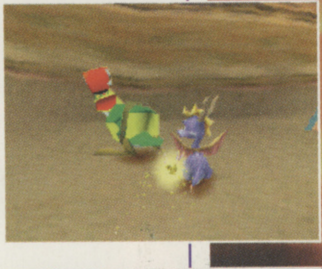
SPYRO THE DRAGON

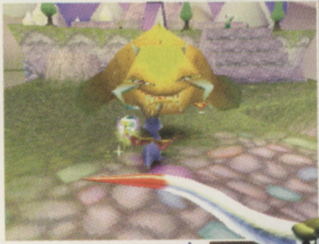


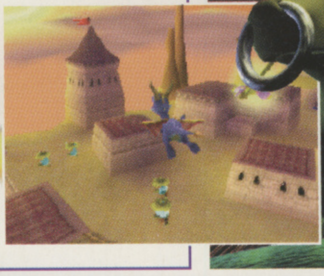
Something for everyone – that's Sony's way of thinking, and rightly so. *Spyro The Dragon* is a sure winner in the 'cute' category, but can the little horny one cut it in the big league? With graphics of such high quality, an amazing depth of field and playability, you can't say Spyro isn't trying. Oh, and the music is by Stuart Copeland of *The Police* fame too.

HE DA FIRESTARTER

Since Spyro is only a small dragon, he isn't very powerful at the start of the game. Like all dragons, he can breathe fire and has little horns to charge at his enemies with. Some enemies are scared of him, while others are downright cheeky. Soldier frogs will moon at Spyro as he gets close to them. Others, like vultures and golden rams, waste no time and attack! A little dragonfly follows Spyro around and looks after his health – if Spyro gets hit, the dragonfly changes colour from gold to blue and then to green if he gets hit again. To stay healthy, Spyro has to feed his dragonfly butterflies. We warned you this was cute.

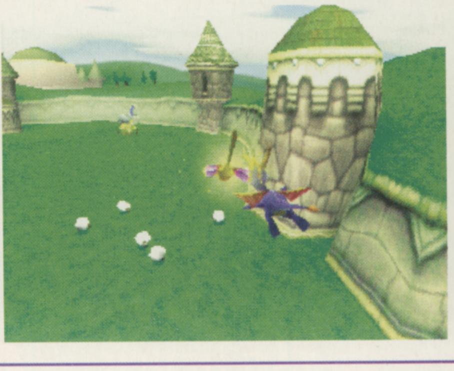


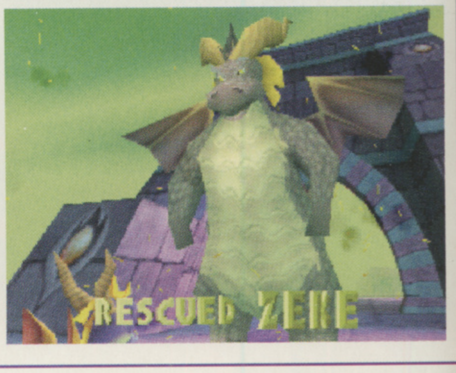




ENTER THE (LITTLE) DRAGON

Spyro used to live in a happy place. Then evil Gnasty Gnorc came along, turned all Spyro's dragon friends into crystals, and stole their jewels. Now Spyro has a search and rescue mission to accomplish. He must travel through different worlds, looking for his friends and collecting the jewels. There are hidden levels and secrets to be discovered. If you get stuck, the dragons that Spyro frees on the way offer help and advice.



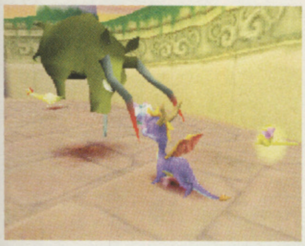


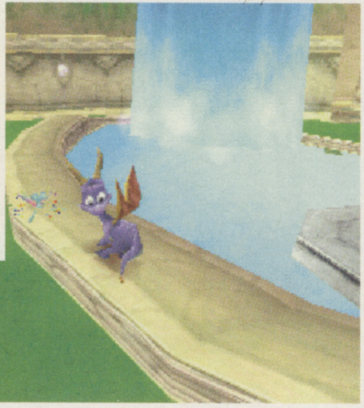
NO PLACE LIKE HOME

Each world has a "home" part which leads into all other levels. Home is where the jewels are. You can always come back here to replenish your energy, or build up an extra life.

ARTISANS

The game starts here. Green pastures and happy sheep. Lots of opportunity to practice gliding. Stone Hill is a perfect example of how well this game is made. When you are transported up to the central tower you can glide pretty much anywhere and see the whole level underneath you. The bulls in the town square provide some light entertainment. Charge them and they will fall, and get stuck on their horns!

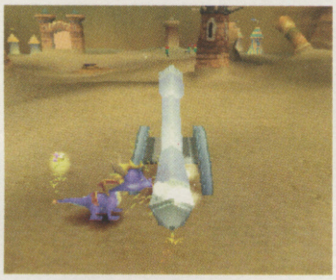




Most 'stars' in games have an 'inactive' animation. Spyro looks back for his.

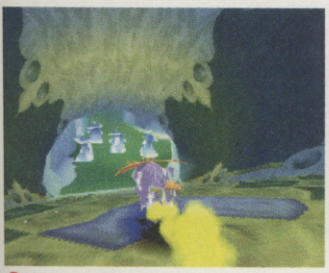
PEACE MAKERS

A dangerous ground, full of nasty enemies, cliffs and ledges. Parts of this world are quite difficult to get to and you have to perform some serious glides to get into hidden parts of the level.

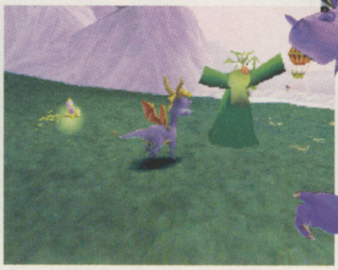


MAGIC CRAFTERS

The enemies in this world consist of magicians and their creations. From little-green-lightning-bolt-men to purple gorillas. In Magic Crafters you can learn to supercharge them from special platforms. The same move will allow you to cover greater lengths in gliding in High Planes and if you don't reach your destination, three little angels will pick you up and take you back where you came from.



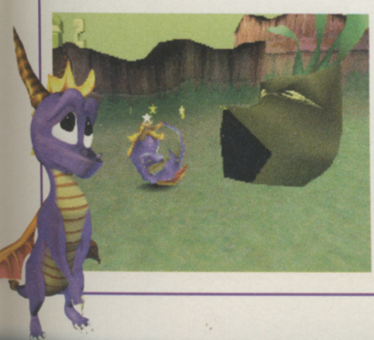
A super-turbo-charged Spyro.



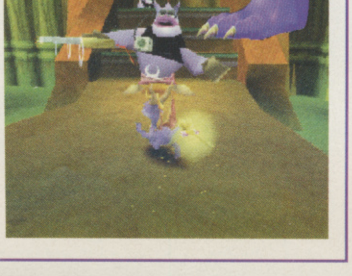
What is that weird thing?

BEASTMAKERS

This is a swamp world, where the enemies are electrifying – literally! There are also nasty killer weeds which swallow Spyro and spit him out.

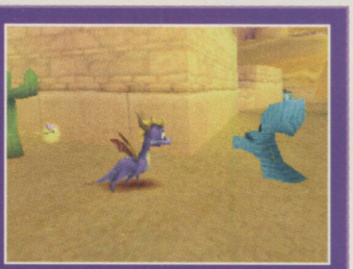


Poor Spyro, he gets chewed up by a plant and spat back out again. That's not very nice is it?



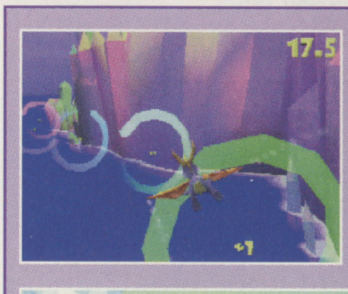
WHO THAT?

Apart from freeing dragons, collecting butterflies and jewels and trying to stay alive, Spyro also has to look out for the blue guy. The blue guy is the thief who stole all the dragon eggs. He appears throughout the game holding an egg and running away as soon as you get near him. Annoying little feller really, but you can easily jump on him from higher ground and steal the egg back.

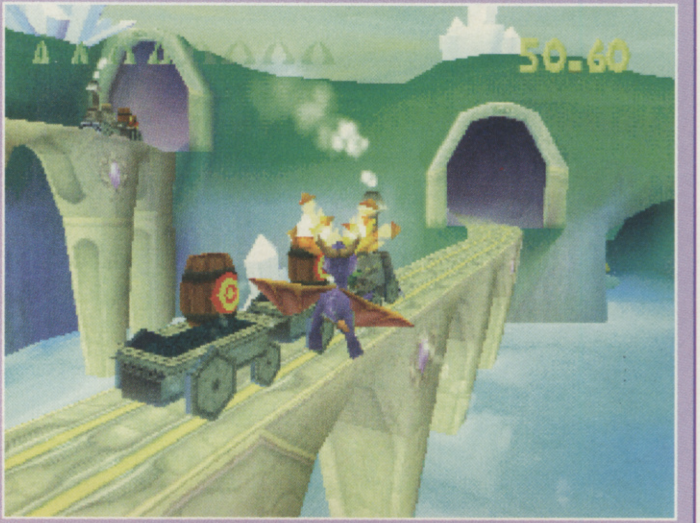


It's difficult to get this close.

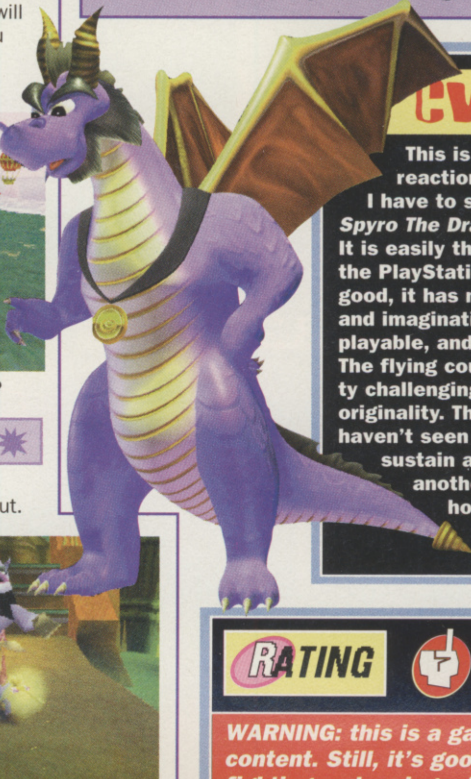
FLY AWAY HOME



Spyro uses gliding a lot in the game, it will get him into hard to reach areas. He can't fly properly but there are hidden courses in each world where Spyro can at least practice flying. These are time attack courses and Spyro has to perform tasks like shooting planes and barrels off speeding trains, and flying through rings or arches.



Chase the runaway trains and ignite those barrels for prizes.



CVG OPINION

This is for kids. That was my initial reaction when I saw this game. But I have to say I enjoyed playing it. *Spyro The Dragon* is a fun game to play. It is easily the best 3D platform game on the PlayStation. It looks great, it sounds good, it has many funny and memorable and imaginative characters. It's very playable, and can even be quite difficult. The flying courses in particular are pretty challenging. The only downfall is the originality. There's nothing here that we haven't seen before. How long it can sustain a serious gamer's interest is another question – but here's hoping it does.

ALEX HUHTALA

RATING

WARNING: this is a game with a serious cute content. Still, it's good looking and fun. Give fighting and racing a break – vote Spyro!

PlayStation

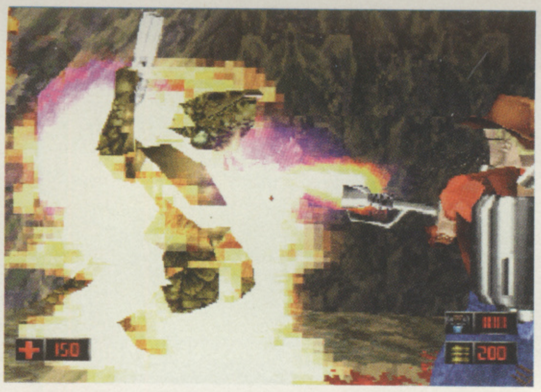
3D ACTION GAME

BY N SPACE

OUT NOW

1-2 PLAYERS

- PRICE £39.99
- VARIOUS PREDECESSORS AVAILABLE
- NINTENDO 64 VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY GT INTERACTIVE
TEL 0171 535 7300



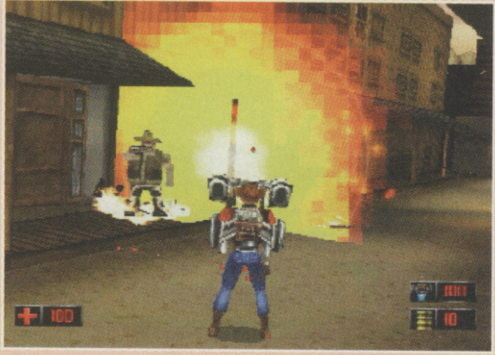
Time-travelling alien scum are now threatening history's babes, and that really gets Duke mad...

DUKE NUKEM TIME TO KILL

After a super-successful PC debut and very popular console conversions, Duke Nukem's taken a break from the usual *Doom*-style corridor game action and gone into *Tomb Raider* territory. Instead of viewing the game from inside Duke's eyes as we've always done before, *Time To Kill* gives us the first chance to see our hero in action. Although the look of the game might be quite different from before, the action's fairly similar – wiping out legions of evil aliens while searching for items hidden away in secret areas, only with a lot more tricky platform-style sections than veterans will be used to. Get to work – it's time to kill!

DUKE'S NUKES

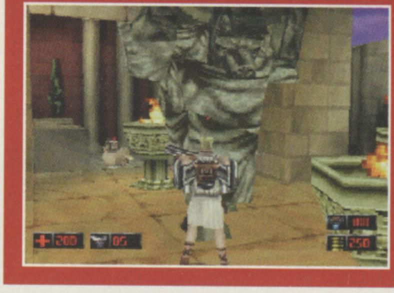
On top of the original game's weapons, *Time To Kill* has a big selection of new guns to get your hands on. You'll come across them gradually as you go through the one-player adventure, ending up with some incredibly powerful kit. There's even a special comedy weapon – the Holy Hand Grenade from *Monty Python and the Holy Grail*!



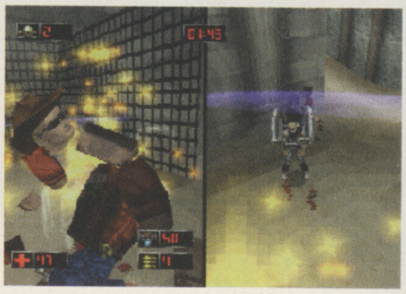
↑ The new shoulder-mounted RPG launcher is brilliant. Destroy that evil robot cowboy, Duke!

SO LONG, FUTURE BOY!

After completing the initial task of repairing and activating the aliens' time machine, Duke must travel through history, wiping them out for good. In each time zone, Duke dresses to blend in, such as wearing a cowboy hat in the Wild West, chainmail in Medieval times and a toga in Ancient Rome. In multi-player mode, you can select any costume you want, giving you the chance to wear a dress every time if you fancy.



← Duke looks so manly in his toga.



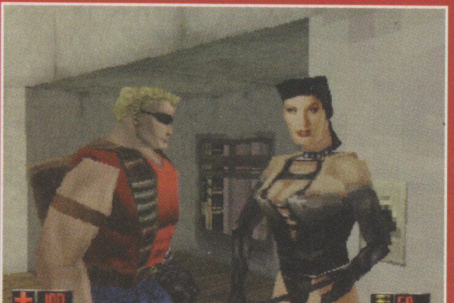
CVG OPINION

***Time To Kill*'s got a lot going for it – the cheeky jokes and gore of *Duke Nukem 3D*, combined with the gameplay of *Tomb Raider* – but doesn't quite come off perfectly. The controls work well enough, being almost identical to Lara Croft's, but *Time To Kill* is a lot more shooting-oriented than Core's game. Duke's relatively slow and fiddly movement makes clearing rooms full of enemies practically impossible without losing energy (the enemy count only really gets this high on the toughest settings), and there are times that even jumping to a ledge or activating a switch can be a pain. The hidden sections are excellent, and there are little things to play around with all the way through the game, though the level design in general isn't all that exciting. One big disappointment is the multiplayer mode. The jerky graphics make it hard to play, and the weapons aren't very well balanced at all – the top level weapons are practically unbeatable, plus aiming with the weaker weapons is very tricky. *Time To Kill* is great for *Tomb Raider* fans after a bit more action, but might frustrate high-speed blaster addicts.**

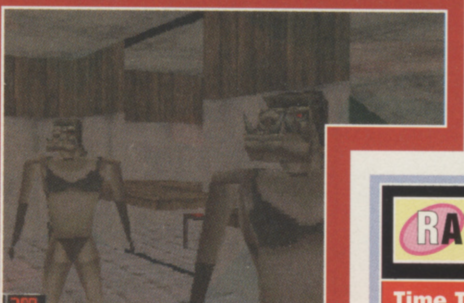
ED LOMAS

TAKE MY WIFE... PLEASE!

One thing which made *Duke Nukem 3D* so much fun was the cheesy sense of humour throughout. *Time To Kill* has loads of little jokes hidden away in the levels, including references to famous movies, games and songs, as well as many completely pointless but entertaining gimmicks.



↑ This mistress hides some secret ammo...



↑ CVG's advertising beauties.

RATING ● ● ● ○ ○

Time To Kill *has some great sections and can be a lot of fun, but is too awkward in places. A great alternative for* Tomb Raider *lovers.*

competition

CALL & WIN!

win games

METAL GEAR SOLID
WIN!
PLUS PEN & DOG TAGS
call 0896 309 3311

SPIRO THE DRAGON
WIN!
call 0896 309 3312

A PLAYSTATION
PLUS 3 TOP GAMES OF YOUR CHOICE
WIN!
call 0896 309 3313

WIN!
GAMEBOY, PRINTER & CAMERA
call 0896 309 3314

ISS PRO 98
WIN!
call 0896 309 3315

WIN!
TEKKEN 3
call 0896 309 3316

WIN!
GUESS WHO?
20 CDS OF YOUR CHOICE
call 0896 309 3317

WIN!
A PAGER
call 0896 309 3318

WIN!
A MULTI TAP
PLUS TOP GAME "CIRCUIT BREAKERS"
call 0896 309 3319

win accessories

WIN!
GAMES!!
TOCA 1
TOCA 2
& F1 97
call 0896 309 3320

WIN!
A MIDI HI-FI
GUESS WHO?
call 0896 309 3321

PARASITE EVE
WIN!
call 0896 309 3322

WIN!
GAMES!!
ABE'S EXODUS
ABE'S ODDYSEE
& COLONY WARS
call 0896 309 3323

GOLDENEYE & 1080° SNOWBOARDING
WIN!
call 0896 309 3324

WIN!
A PSX 002 & WHITE PSX WORTH £300
call 0896 309 3325

WIN!
A PORTABLE CD STEREO
call 0896 309 3326

WIN!
TOMB RAIDER 2 & TOMB RAIDER 3
call 0896 309 3327

NINTENDO GAMES: MISSION IMPOSSIBLE & BANJO KAZOOIE
WIN!
call 0896 309 3328

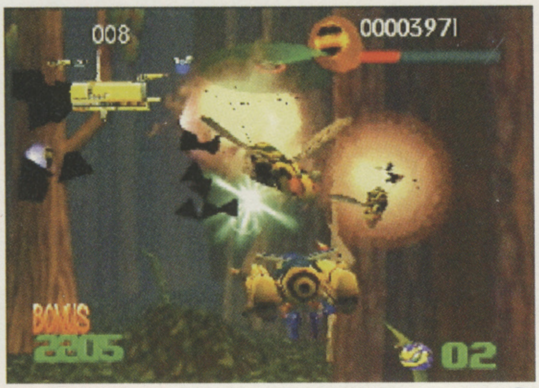
win prizes

SPORTSWEAR VOUCHERS
TO THE VALUE OF £200
WIN!
call 0896 309 3329

A PLAYSTATION DRIVING SEAT
"BRING A NEW DIMENSION TO YOUR DRIVING GAMES"
WIN!
call 0896 309 3230

CALLS CHARGED AT £1 PER MIN – MAXIMUM COST OF CALL £3.
ASK PERMISSION FROM THE PERSON RESPONSIBLE FOR PAYING THE PHONE BILL.
COMPETITION CLOSES ON 31st DECEMBER '98, AFTER WHICH THEY MAY BE REPLACED BY A SIMILAR SERVICE ON THE SAME NUMBERS.
WINNERS WILL BE PICKED RANDOMLY FROM CORRECT ENTRANTS.
FOR RULES OR WINNERS NAMES SEND S.A.E. TO: I.L.N. SERVICES, PO BOX 107, KNUTSFORD, CHESHIRE, WA16 6AG

HELPLINE 0870 740 1002 (HELPLINE CALLS COST 10p PER MINUTE)



NINTENDO64

ACTION SHOOTER

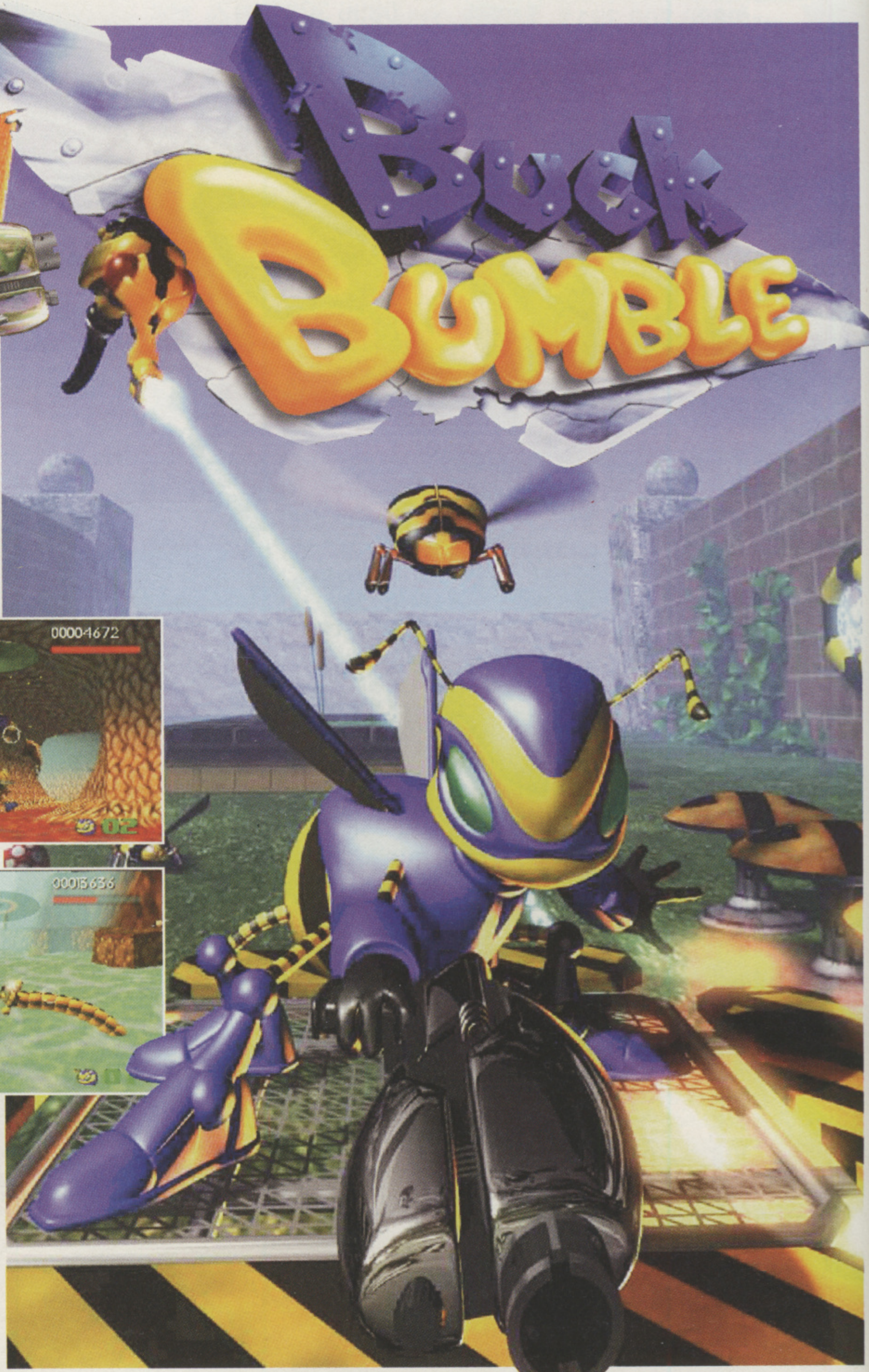
BY ARGONAUT

OCT RELEASE

1-2 PLAYERS

- PRICE £59.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY UBI SOFT TEL 0181 944 9000

The people at Nintendo are getting excited about *Buck Bumble.* Are they right to pitch it as one of their big titles of the year?

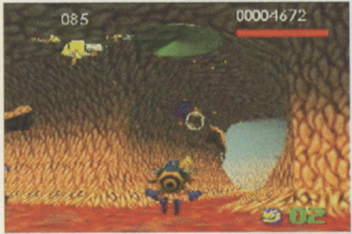


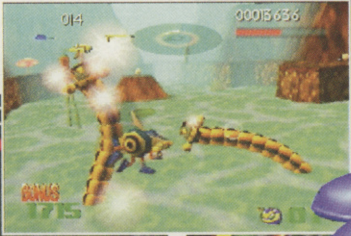
Flying a bumble bee around a garden, shooting wasps and beetles, may not sound like the best game on paper. But when you consider that most of the team behind *Buck Bumble* also worked on the original *Starfox*, you start to think otherwise. A group of insects called the herd have threatened to pull the wings off all the little flies, and seeing as you're the only cyborg bumble bee in the area, you have to save the day.

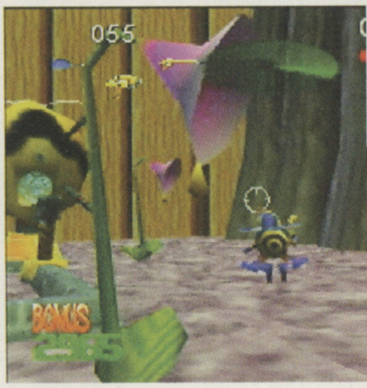
THE AMBER NECTAR

When you're stuck for energy it's worth remembering that every time you come across one of these plants, they'll have a small drop of nectar hanging from the bottom. This is your energy refill and all you have to do is fly through it collect it. They only give you back about a fifth of your total energy bar, but there are usually a couple of the plants next to each other so you can get a decent refill.

Look out for these plants to pick up some much needed health.

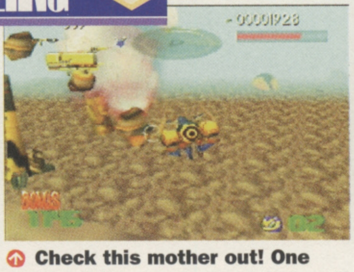




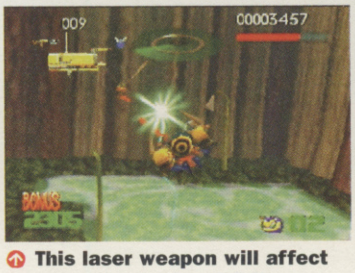


ALL GUNS BLAZING

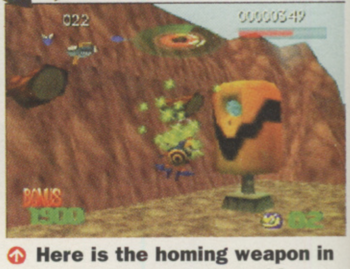
At the start of the game, Buck only has the standard single shot laser to pick off the enemies with. But through a combination of destroying other bugs and finding hidden power-ups you can pick up over 10 weapons. There are two very effective bombs for ground-based enemies, and an awesome homing weapon that'll take out almost any normal enemies in a couple of hits.



Check this mother out! One shot and the quarterback is toast!



This laser weapon will affect any enemies in the vicinity.



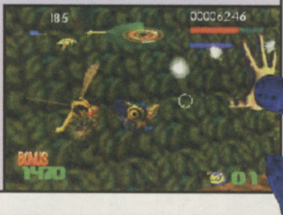
Here is the homing weapon in action. Nothing survives this one.

THE BEES KNEES

There are seven main enemies that Buck encounters regularly throughout the game, a couple of which prove to be more than just a little annoying. Have a look at these…

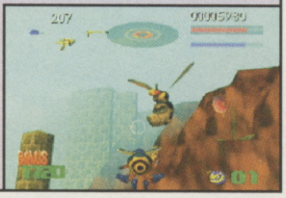
CRANEFLY

The most basic and easy of all the enemies, is also the first you'll come across. They can only drop bombs, so you'll be safe if you don't fly underneath them. Using the default laser saves time and valuable ammo.



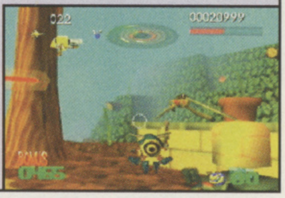
WASP MK1 UNIT

The most annoying of all. They'll fly straight at you and basically go for the kill as soon as you get into their path. The more of them there are, the more chance they have of killing you. They have no ground capabilities though, so stay low.



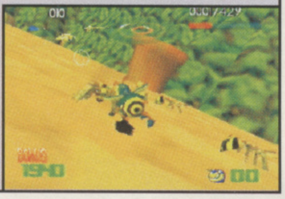
DRAGONFLY

Not as mobile as the Wasp, but even more powerful. These tend to hover in one place and use the powerful Pulse Laser to pick you off as you circle around. It's also very heavily armoured so you'll need big guns to see them off.



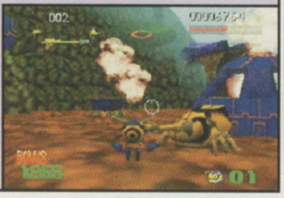
ANTS

Another bad guy that hunts in large groups, ants launch ground attacks only. Once you kill one, another will emerge from the anthill, giving an endless supply of them. The best bit is that they all release bullets once killed.



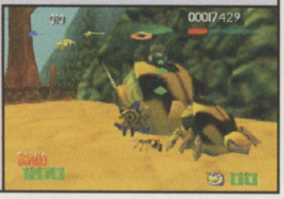
GIZ BEETLE

They may not be the fastest of enemies, but dangerous they definitely are, as you'll find out if you stray too close. They gob acid at a very quick rate and they're heavily armoured too. A couple of bombs to the head will suffice.



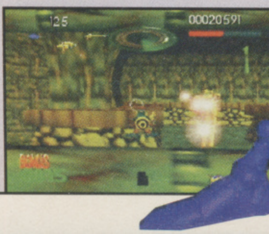
TRANSPORTER

These hulking masses carry loads of acid that is sprayed all over the surrounding area once one is killed. Some also hold rockets that home in on you as a punishment for killing them. A small acid cannon is mounted on top too.

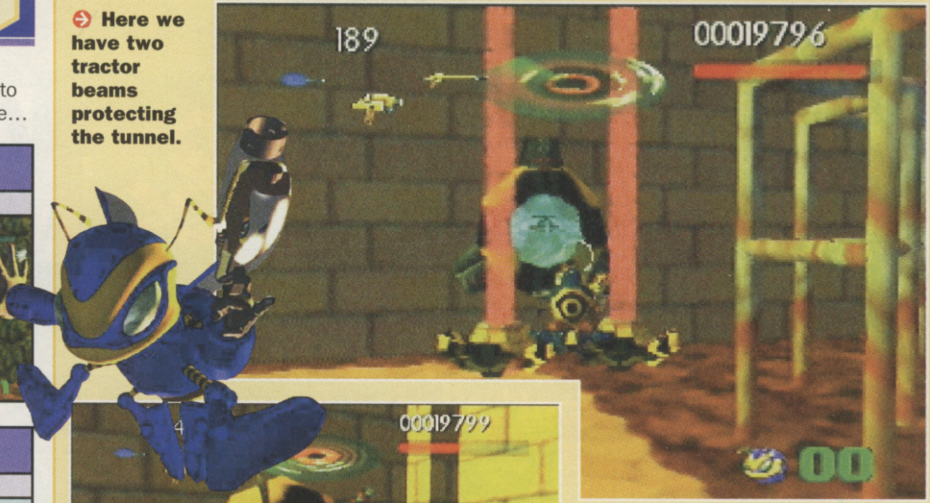


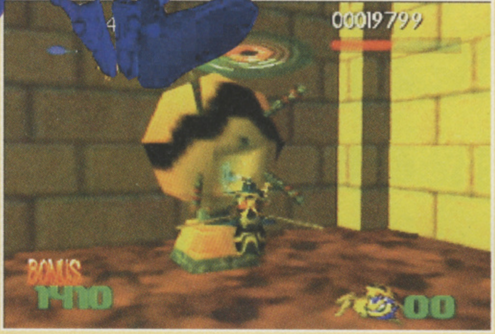
KILLAPILLA

Anywhere you find a stretch of water, these Killapillas will be lurking. All they do is pop out of the water and fire a barrage of energy balls at you. The only weak point is their head, so give it everything you've got in that area.



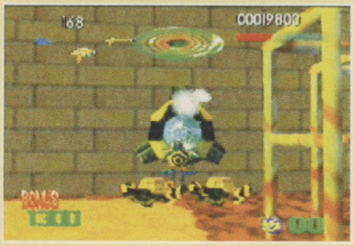
Here we have two tractor beams protecting the tunnel.





Find this generator and another like it, take them out and the energy beams will switch off.

All you have to do now is blow away the small protective layer and you'll be through.

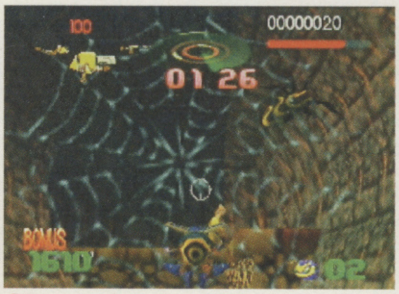


FLOAT LIKE A BUTTERFLY

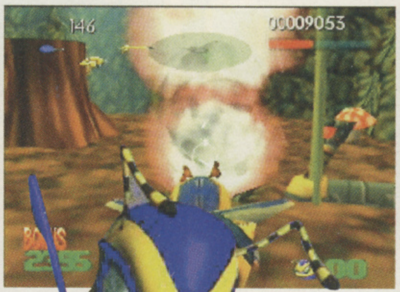
To progress to the deeper levels of the garden, you often have to find and destroy certain objects which open up doors into new areas. These aren't as obvious as simply finding a lever, as most of blocked areas are protected by energy shields. This means you have to find the power generators and cut off the supply.

PUT YOUR LEFT CAM IN…

Buck Bumble also has the option to let you play through two different views. By hitting the top C button, you can flick between the standard view you see in most of these screenshots, to a much closer camera that rests just behind Buck's head giving you an almost bee's-eye view. The other C buttons can be used to scroll backwards and forwards through your weapons and to perform an instant barrel roll.



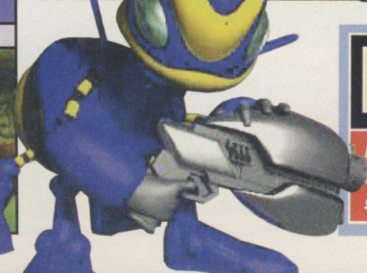
The standard view lets you see a far wider area of the level.



CVG OPINION

I have mixed opinions about *Buck Bumble*. Once you got the controls sussed, and worked your way through a couple of the early stages, it becomes a very enjoyable shooting game. However, after playing for about an hour or so, the novelty wears off and it starts to get a little repetitive and frustrating. Certain enemies just won't leave you alone, and if you're trying to save ammo they keep hounding and hounding you until you're forced to whittle off those last few bullets. There is no real reason to kill things in the game either. On some stages you can fly all the way through to the generators at the end of the level, blow them up and that's it – level over. It is a very good game, and there's nothing else like it on N64, but it could have been so much better.

STEVE KEY



RATING

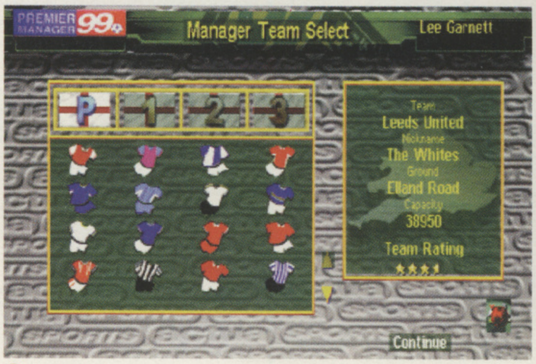
It's a technically excellent game, but a couple of frustrating elements prevent it from being so much better. It's still good fun though.

SAINT & KEYSIE

Football tips from CVG's footy experts!

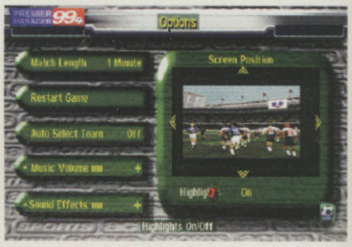
PREMIER MANAGER '99 FOR PLAYSTATION

Shock news! Saint and Keysie is to be bought out in a multi-million pound takeover. Following in the footsteps of BSkyB's purchase of Man Utd, and the proposed Carlton/Arsenal deal, S&K received an e-mail from Sonic the Hedgehog, who has offered 10 rings and some speed-up boots for overall rights to the S&K pages. Rumours that Mario and Luigi are also thinking of offering Princess Daisy in a trade for Saint are as yet unconfirmed.

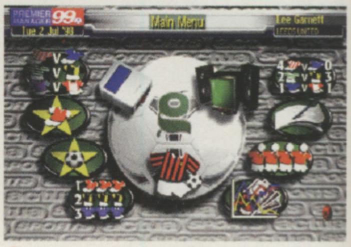

PREMIER MANAGER 99
Manager Team Select
Lee Garnett
P
1
2
3
Continue

Team
Leeds United
Nickname
The Whites
Ground
Elland Road
Capacity
38950
Team Rating

Info on your chosen team appears on the right.


PREMIER MANAGER 99
Options
Screen Position

Match Length 1 Minute
Restart Game
Auto Select Team Off
Music Volume
Sound Effects
Highlights On
Highlights On/Off


PREMIER MANAGER 99
Tue 2 Jul '98
Main Menu
Lee Garnett
LEEDS UNITED

The front end has been tweaked.

Gremlin have released the first information and screenshots about their '99 update to the fourth-biggest selling game of last year, *Premier Manager '98*.

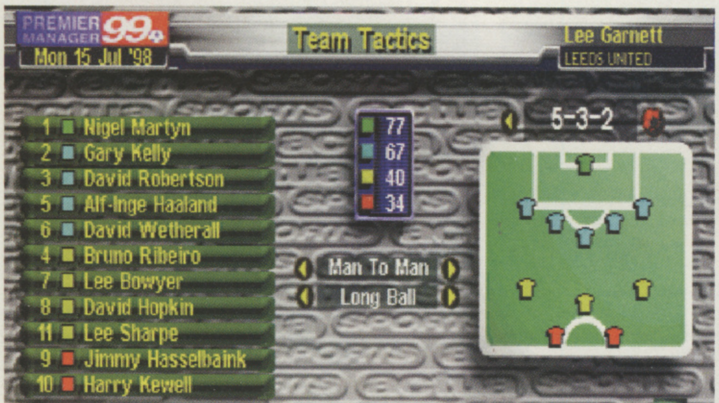
After many months of waiting, the British public answered the doubts being raised by software houses as to whether football management games had a place in the PlayStation market. *Premier Manager* flew from the shelves, giving Gremlin their most successful year for a very long time. And, responding to the minor criticisms aimed at the first game, they are hoping they have struck gold this time around.

Anglo-Italian

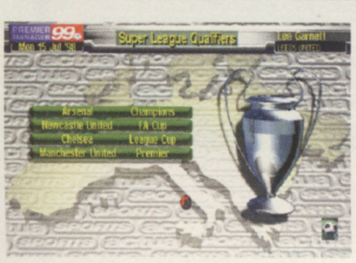
Many changes will be introduced into the new game. For a start, players will have the choice of managing either an English or Italian team. Those wanting to manage in Italy will have the choice of either Serie A or B, and will compete in the Copa Italia too. The Anglo-Italian Cup has also been added to *PM '99*, enabling teams that haven't made it into the better European competitions to have a taste of Euro action.

A more extensive list of tactics and formations have been added, allowing more freedom when giving individual players specific tasks. The finances section has also undergone a little fine tuning – you can now have a say in the capacity of the stadium and the amount of TV revenue among other things.

Perhaps the funniest option though, is the way the computer handles sackings. If you're unfortunate enough to be sacked from three successive managerial posts, the computer will fire you from your current employer and then inform you that because of your continual lack of success, no other jobs have been offered and you have to completely re-start the whole game!


PREMIER MANAGER 99
Mon 15 Jul '98
Team Tactics
Lee Garnett
LEEDS UNITED
77
67
40
34
5-3-2
Man To Man
Long Ball

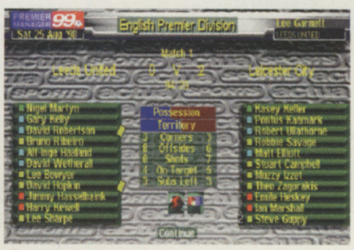
1 Nigel Martyn
2 Gary Kelly
3 David Robertson
5 Alf-Inge Haaland
6 David Wetherall
4 Bruno Ribeiro
7 Lee Bowyer
8 David Hopkin
11 Lee Sharpe
9 Jimmy Hasselbaink
10 Harry Kewell


PREMIER MANAGER 99
Mon 15 Jul '98
Super League Qualifiers
Lee Garnett
LEEDS UNITED

Arsenal	Champions
Newcastle United	FA Cup
Chelsea	League Cup
Manchester United	Premier

There are a load of new tactical formations available to you as well as the standard options like man-to-man marking.

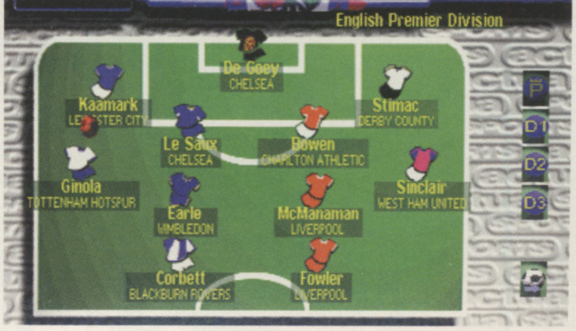
The European Qualifiers will be up-to-date for the first season, so it has a little more realism.


PREMIER MANAGER 99
Sat 25 Aug '98
English Premier Division
Lee Garnett
LEEDS UNITED
Continue

Match 1
Leeds United 0 V 2 Leicester City

Leeds United		Possession		Leicester City
Nigel Martyn		Territory		Kasey Keller
Gary Kelly	3	Corners	3	Pontus Kaamark
David Robertson	8	Offsides	6	Robert Ullathorne
Bruno Ribeiro	8	Shots	7	Robbie Savage
Alf-Inge Haaland	4	On Target	5	Matt Elliott
David Wetherall	3	Subs Left	3	Stuart Campbell
Lee Bowyer				Muzzy Izzet
David Hopkin				Theo Zagorakis
Jimmy Hasselbaink				Emile Heskey
Harry Kewell				Ian Marshall
Lee Sharpe				Steve Guppy

Stats are updated instantly.


PREMIER MANAGER 99
Sun 26 Aug '98
Top Teams
Lee Garnett
LEEDS UNITED
English Premier Division
P
D1
D2
D3

De Goey CHELSEA
Kaamark LEICESTER CITY
Stimac DERBY COUNTY
Le Saux CHELSEA
Bowen CHARLTON ATHLETIC
Ginola TOTTENHAM HOTSPUR
Sinclair WEST HAM UNITED
Earle WIMBLEDON
McManaman LIVERPOOL
Corbett BLACKBURN ROVERS
Fowler LIVERPOOL

The computer will give you its team of the week, based on individual player ratings or how many goals were scored by each player, for example.

EIDOS' SECOND MAJOR SIGNING OF THE YEAR!

Yet again, Eidos have pulled off a major coup by securing the rights to the UEFA Champions League game. It's being developed by Silicon Dreams, the team behind *WLS* and *Soccer '97*, and is due for a Spring 1999 release, to coincide with the beginning of the tournament's final stages.

Considering that last year's final between Real Madrid and Juventus attracted a TV audience of nearly 500 million, it's obviously an impressive licence to have.

It will be available on both PC and PlayStation, and will have all the official sponsors and teams in the game.

As yet, other details on the game are scarce, but we'll have more in the coming months.

THE VOTE OF CONFIDENCE

50% COMPLETE

PC CD ROM

PlayStation

FOOTBALL MANAGEMENT

BY KRISALIS

DEC RELEASE

1-4 PLAYERS

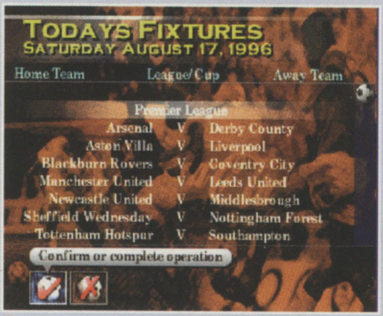
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS
TEL 0181 636 3000

FIRST LOOK: PFA SOCCER MANAGER

Eidos are on something of a crazy football roll at the moment. Not content with the prospect of the awesome *Championship Manager 3* waiting in the wings to conquer the PC market, they've announced their game to go head-to-head with *Premier Manager '99* on PlayStation.

PFA Soccer Manager is fully endorsed by the Professional Footballers Association. This means all the stats in the game will have a far more realistic feel, with the programmers, Krisalis, getting a full-on, behind-the-scenes look at wages, bonus structures and the day-to-day running of football clubs.

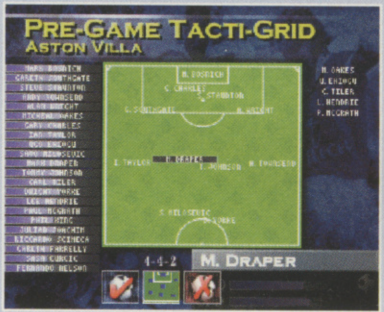
Brian Moore does commentary and, for the first time, a comprehensive list of non-league teams have been included. It's due for a December release, so hopefully we should have some more on it next month.


TODAYS FIXTURES
SATURDAY AUGUST 17, 1996

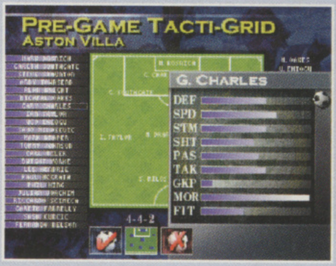
Home Team	League/Cup	Away Team
	Premier League	
Arsenal	V	Derby County
Aston Villa	V	Liverpool
Blackburn Rovers	V	Coventry City
Manchester United	V	Leeds United
Newcastle United	V	Middlesbrough
Sheffield Wednesday	V	Nottingham Forest
Tottenham Hotspur	V	Southampton

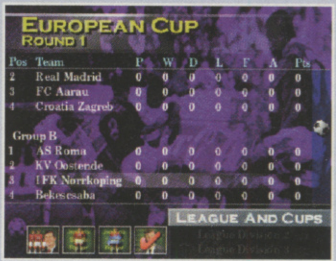
Confirm or complete operation

The first games of the season.

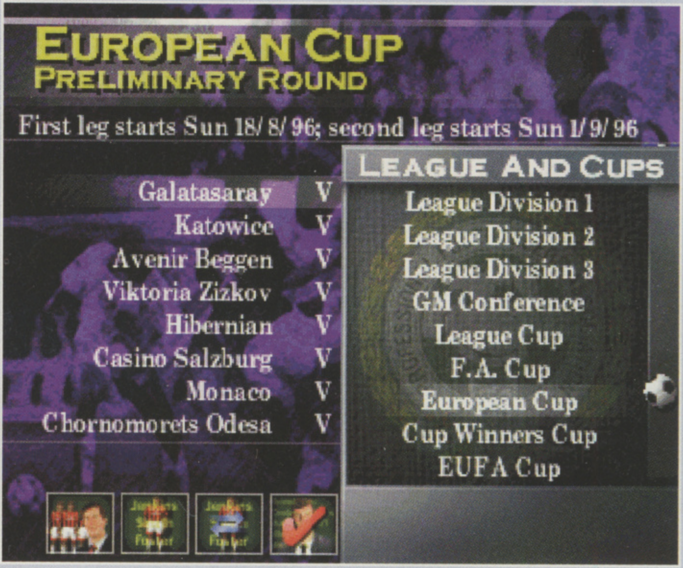


The squads haven't been finalised.




EUROPEAN CUP
ROUND 1

Pos	Team	P	W	D	L	F	A	Pts
2	Real Madrid	0	0	0	0	0	0	0
3	FC Aarau	0	0	0	0	0	0	0
4	Croatia Zagreb	0	0	0	0	0	0	0
	Group B							
1	AS Roma	0	0	0	0	0	0	0
2	KV Oostende	0	0	0	0	0	0	0
3	IFK Norrkoping	0	0	0	0	0	0	0
4	Bekescsaba	0	0	0	0	0	0	0


EUROPEAN CUP
PRELIMINARY ROUND

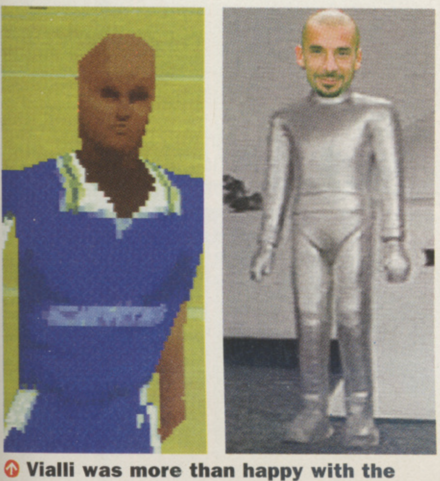
First leg starts Sun 18/8/96; second leg starts Sun 1/9/96

Galatasaray V
Katowice V
Avenir Beggen V
Viktoria Zizkov V
Hibernian V
Casino Salzburg V
Monaco V
Chornomorets Odesa V

The icons at the bottom are shortcuts to other important menus.

FACE THE FACTS

Check this out for a double whammy! Here we have Chelsea player manager Vialli not looking quite right. The barnet is there (or not) but there's something else... And this is a genuine screenshot by the way.



Vialli was more than happy with the Chelsea away kit for their trip to Millwall.

All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE #204
COMPUTER AND VIDEO GAMES
37-39 MILLHARBOUR
ISLE OF DOGS
LONDON
E14 9TZ

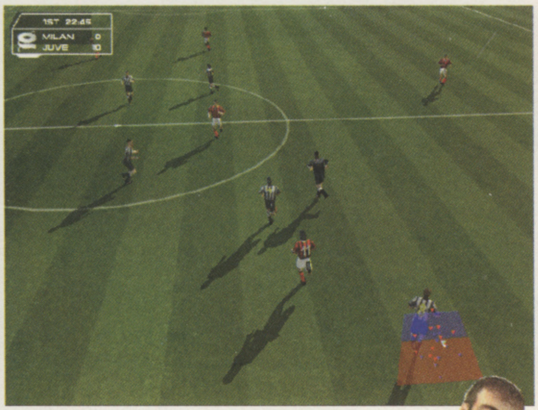
SPOT THE BALL!

The CVG football has been cunningly hidden somewhere in the mag (but not in Saint and Keysie – doh!). Find it and you could win yourself some goodies. The winner from issue #202 is **Nazakat Hussain** of **Saltley, Birmingham.** Entries marked Spot the Ball #204.

Games League

ISS Pro '98 explodes straight into the number one spot in our players' chart, as the readers hanker for some top-class football action. Next month, however, sees the heavyweights enter the fray. Keep the charts coming people.

№	Title	Format	Price	Rating
1	ISS Pro '98	PS	£44.99	5/5
2	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
3	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
4	Premier Manager '98	PS	£44.99	5/5
5	ISS '98	N64	£39.99	3/5
6	ISS Pro: Platinum	PS	£19.99	5/5
7	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
8	Worldwide Soccer '97	SAT	£34.99	N/A
9	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
10	Championship Manager '97-98	PC	£29.99	N/A



60% COMPLETE

PlayStation
PC CD ROM

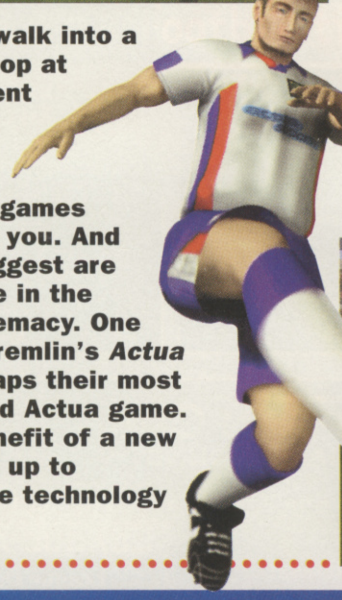
FOOTBALL SIM
BY GREMLIN
NOV RELEASE
1-4 PLAYERS

- MULTIFORMAT PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

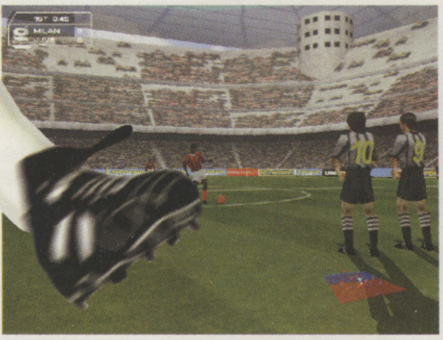
- PUBLISHED BY GREMLIN
- TEL: 0114 263 9900

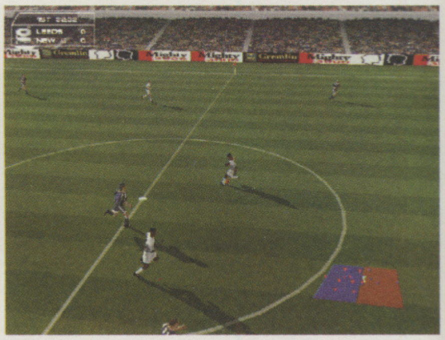
Not for the first time this season, Alan Shearer and Michael Owen go head to head. But who has the bigger licence?

actua SOCCER 3



You can't walk into a games shop at the moment without seeing virtually an entire shelf full of football games staring back at you. And three of the biggest are about to collide in the battle for supremacy. One of the trio is Gremlin's *Actua Soccer 3*, perhaps their most well established Actua game. It's had the benefit of a new engine to bring up to scratch with the technology advancements.



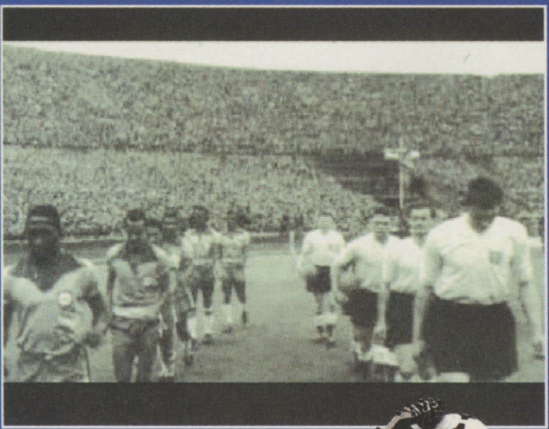


A REAL WEEPY

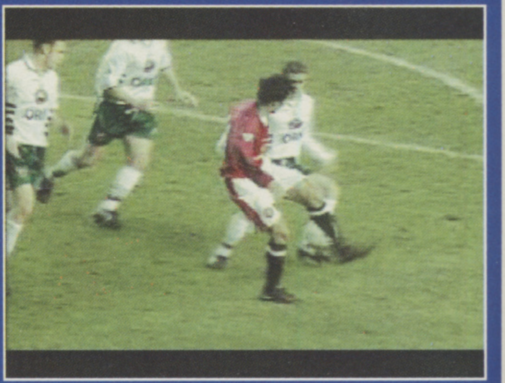
Before we take a look at the game itself, special mention must go to the epic, almost tear-jerking intro. It starts with some black and white footage of the beautiful game (but we all know that old football was rubbish).

This moves on to some footage of modern day Premiership action, featuring Shearer and Giggsy among others.

During all this, a pass-the-tissues violin tune is whingeing away in the background, making you feel like you should be buying some life insurance!



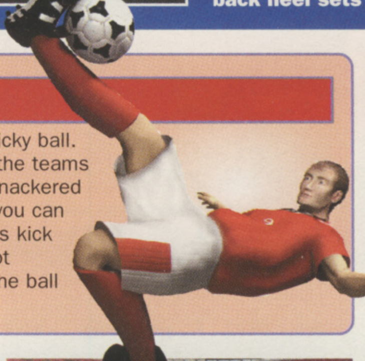
→ Could those shorts be wedged up any higher?

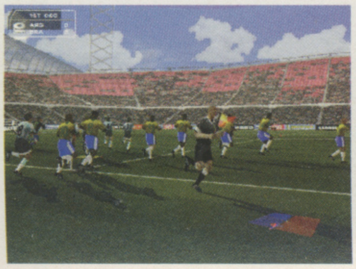


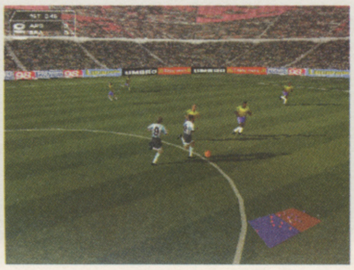
↑ Giggsy shows us a touch of class as his back heel sets up another good chance.

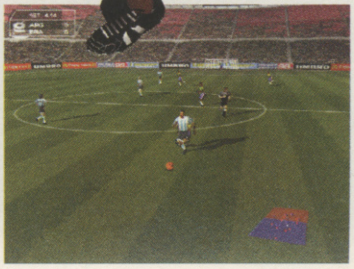
MAD SKILLZ

The in-game options can be customised to suit your preferred style of play. If you're one of those players who prefers a highly skilled, continental game with lots of top class passing, you may want to leave assisted passing and shooting on, in order to give you a bit more accuracy. Afterwards, touch can also be turned on and off as well as the option to have the sticky ball. Player fitness lets you stop the teams from becoming completely knackered and (how's this for detail?) you can even switch it so that players kick better with their stronger foot rather than whichever side the ball happens to be on.









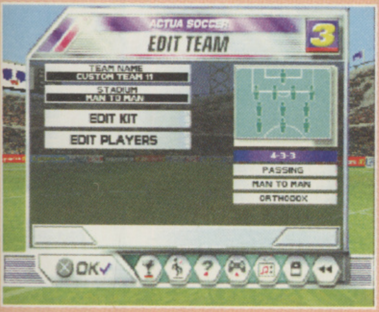
OLD MOTHER HUBBARD

There's an old football gag that goes something like this: Manchester City's trophy cabinet was broken into and the contents stolen last night. Police are on the lookout for two men, seen carrying a cutting of blue carpet. Well, the same sort of thing applies in *Actua 3*, because if you're a bit crap at the game, then you don't get to see the hidden spoils. By entering the trophy room, you'll be shown a list of the teams you've completed the game with, and given a trophy. Completing with certain teams will also give you a hidden code to turn some cheat modes on. But what are these codes? You'll have to wait a couple of months before we tell you!

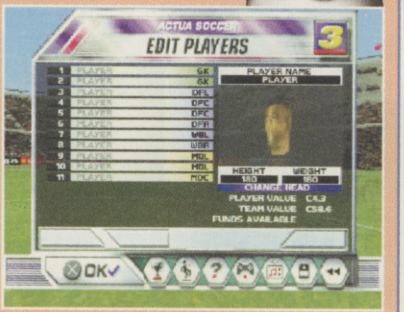
WIELDING THE AXE

The Editor mode lets you create some of your own teams, to give the game the personal touch. There are loads of empty teams stored in the game that are waiting for you to fill – with your Sunday league side, your classmates or even the local pub side. If you wanted to make your own dream team as well, that's no problem.

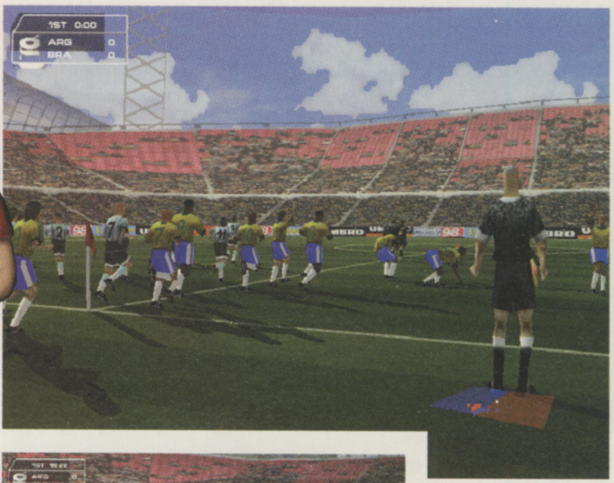
The kit can be adapted and editing players goes a far as letting you change their stats. Everything from their heading ability to their head and colour of their skin. Basically, your team will become as realistic or as fantasy as you like. And you only have a certain amount of points to allocate between your players, so there is no chance of you creating the ultimate dream team.


ACTUA SOCCER 3
EDIT TEAM
TEAM NAME
CUSTOM TEAM 11
STADIUM
MAN TO MAN
EDIT KIT
EDIT PLAYERS
4-3-3
PASSING
MAN TO MAN
ORTHODOX
OK

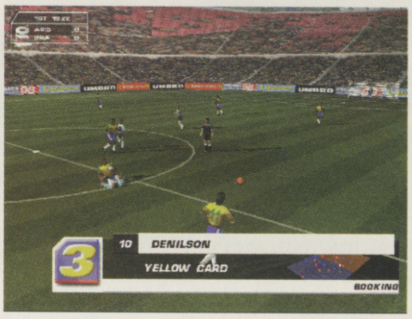
Switch the formation around, the team name, playing style...


ACTUA SOCCER 3
EDIT PLAYERS
PLAYER NAME
PLAYER
HEIGHT
WEIGHT
CHANGE HEAD
PLAYER VALUE
TEAM VALUE
FUNDS AVAILABLE
OK

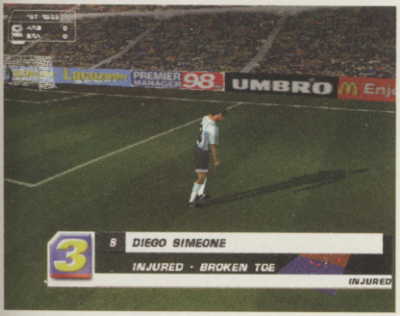
... and then onto the players themselves. This is Spare Head 1.


1ST 0:00
ARG 0
BRA 0

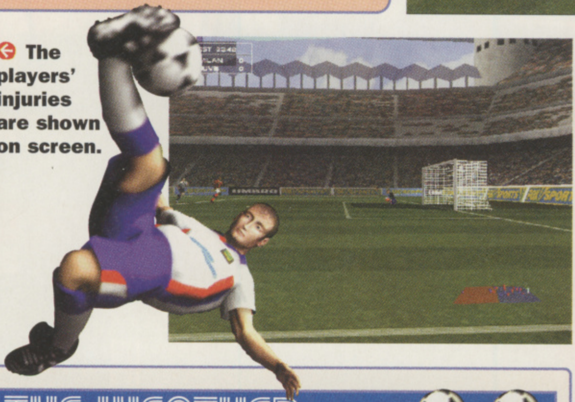
As players run out onto the pitch, they check the turf and other silly superstitions.


3
10 DENILSON
YELLOW CARD
BOOKING

A late tackle gets the punishment it deserves. Referees are very strict.

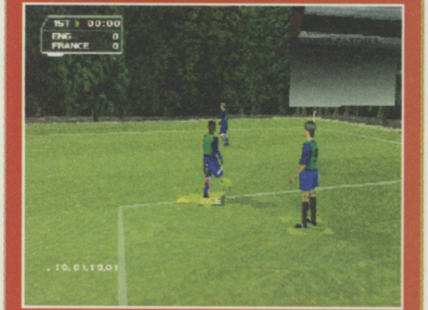

3
8 DIEGO SIMEONE
INJURED - BROKEN TOE
INJURED

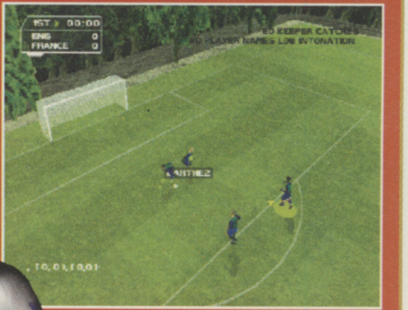
The players' injuries are shown on screen.



A SECRET LOCATION

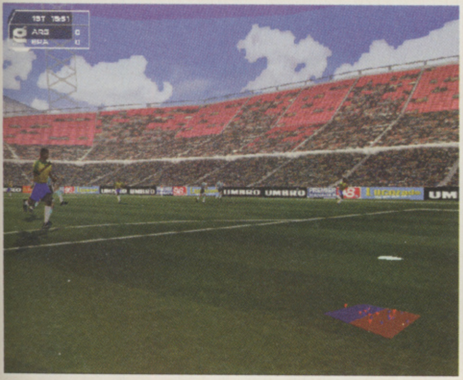
The training mode is a good way to get to grips with the most basic elements of the game. If you want to try out some set plays, the computer pits your entire team against one goalkeeper and you can have a fiddle about with basically anything you like. You have the freedom to run anywhere on the pitch, and can work on one-twos and the long balls. The keeper is pretty tasty, so you can fine tune your shooting if you have the patience and the time.


1ST 00:00
ENG 0
FRANCE 0

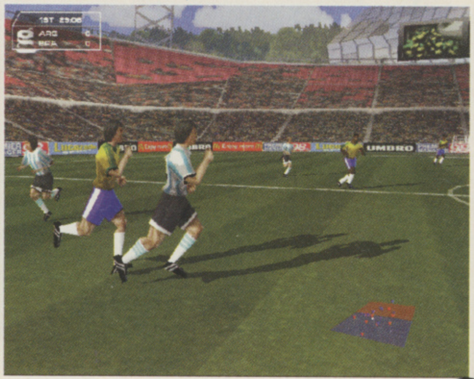

1ST 00:00
ENG 0
FRANCE 0

UNDER THE WEATHER

There are a couple of game options you can muck about with before the game starts. There are 11 weather variations to select from, ranging through night and day to snow and rain, as well as loads of true-to-life stadiums. Most of the biggest and best known stadiums are here, as well as a couple of other not so grand grounds, like Wigan. And the best part of it is, grounds are extremely accurate representations of the real thing. Right down to the few empty seats you get in the corner.



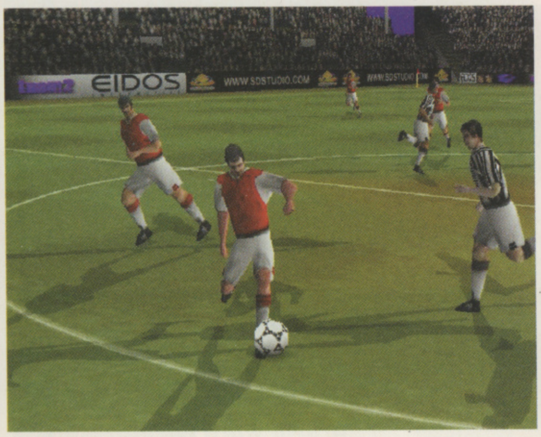
A clear blue sky makes a perfect day for football. Shame about the empty seats then.



And the sun is shining. Hip hip hip hooray! Let's put our hats on and play.

SOCCER IT TO ME

Next month's Clash of the Titans will see us review *Actua 3* as well. Then we'll really be able to see which of the latest football games cuts the mustard.



60% COMPLETE

PC CD ROM

PlayStation

FOOTBALL SIM

BY SILICON DREAMS

NOV RELEASE

1-4 PLAYERS

- PLAYSTATION, SATURN & PC CD ROM PREDECESSORS
- N64 VERSION PLANNED
- DREAMCAST SEQUEL RUMOURED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL: 0181 636 3000

He is, without a doubt, the biggest star in English football at the moment. People are still talking about 'that goal' – and now he's signed up to promote *World League Soccer.*

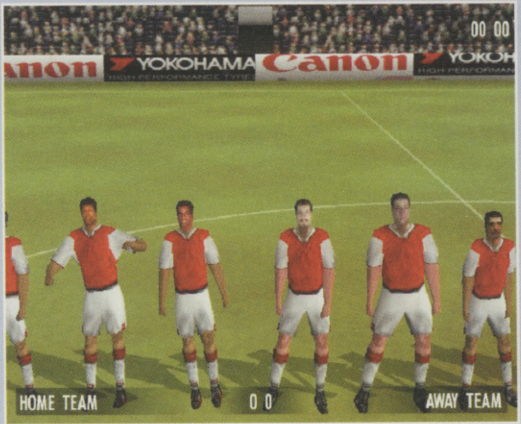
'99 WLS WORLD LEAGUE SOCCER

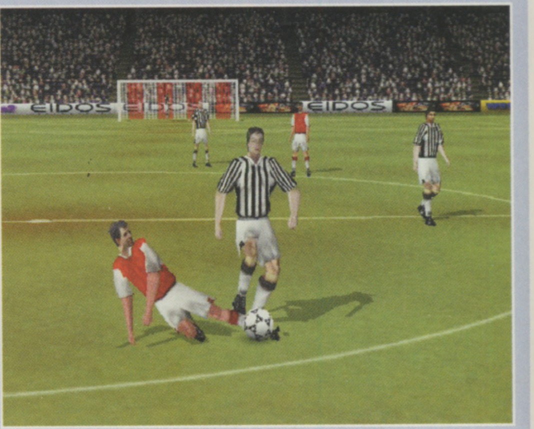
Where were you when Michael Owen scored the goal that has now immortalised him in English football history? Everybody should be able to remember, because it's one of those moments you can't forget. Two Argentine defenders trailing in his wake, and a rocket of a shot into the top corner... aahhh, sweet memories. Anyway, *Michael Owen's World League Soccer '99*, to use its full name, will benefit from Owen's considerable talent in not only motion capture, but also in advice, with his own training mode. What an all-round good egg he is.

SKELETON IN THE CLOSET

PlayStation owners looking for differences between the two versions should notice instantly that the graphical resolution has been greatly improved. For a start it's been ported over to a high-res mode as standard, which means that everything looks much smoother and more realistic. Also, the programmers have made their own "skeletal animation system", which means the players have bones that their texture is mapped around. This stops the players breaking up and polygons being lost in close-up sections of the game.

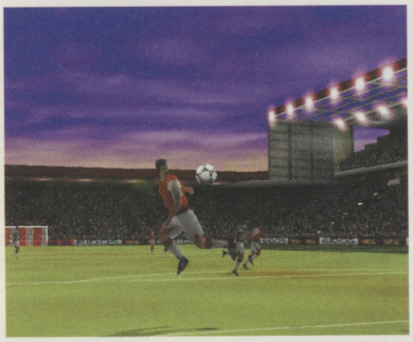
➔ **At this early stage the solidness of the players is evident.**





THE PHAT CONTROLLER

Another big improvement to the game is the way the controls work. The more casual games players, who owned the original, apparently found the previous control methods a little too confusing. To counter this, they've added a much simpler way of playing. The four buttons on the PS version will now operate the basics, like pass, shoot, header, tackle and so forth, but the more complicated moves are operated with one of the shoulder buttons held down. This gives players the chance to go straight into a simple game, or practice complicated moves to help you bust open the defence. Little trick moves have also been added. These allow the player to run over the ball, trying to sell the opposition a dummy, or drag the ball left or right, to avoid sliding tackles.



➔ **Shading on the players will be ultra realistic. Trick moves and acrobatic kicks have also been improved.**

➔ **Players watch the man with the ball to see when he's going to release it. Cool.**

ARGENTINA
0 0
ENGLAND

ARGENTINA
0 0
ENGLAND

OWEN ME, OWEN YOU

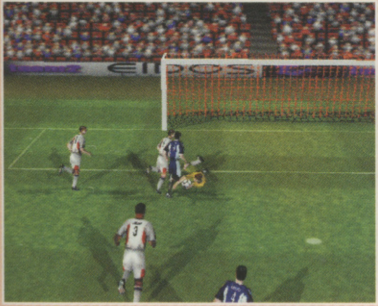
So what other things will Michael Owen bring to *WLS*? Well, as yet these are mostly just ideas and possibilities, but have a look and see what you think.

Some phrases and snippets could be used in the final commentary. What exactly he will say is unclear, but "No thanks, Teddy – I'll just have an orange juice" has definitely been ruled out of the final version.

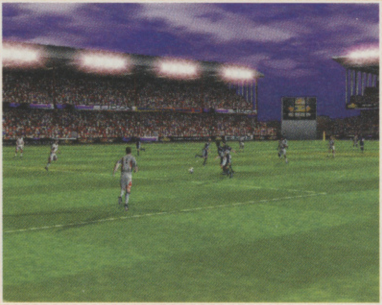
There will certainly be some classic Owen footage from last season – as much of it as they can get! You can bet that this will include his three goals so far for England, and the majority of the 18 he scored for Liverpool in the Premiership last season.

They are also thinking for putting some FMV screens you get of Mickey when you win tournaments or single matches.

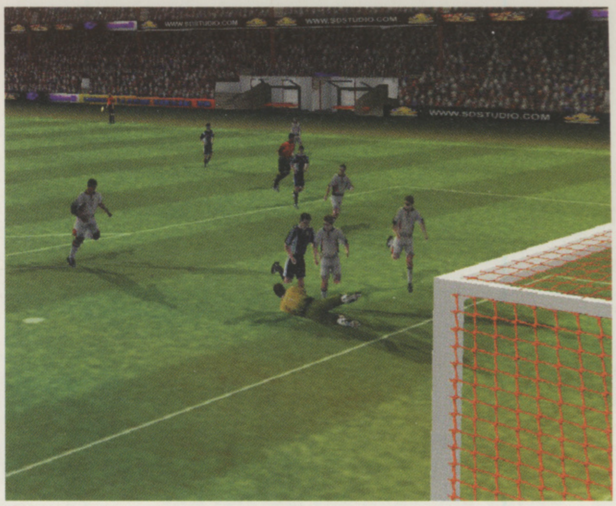
The motion capture for all of the trick moves and more spectacular kicks and volleys will be done by Owen too.



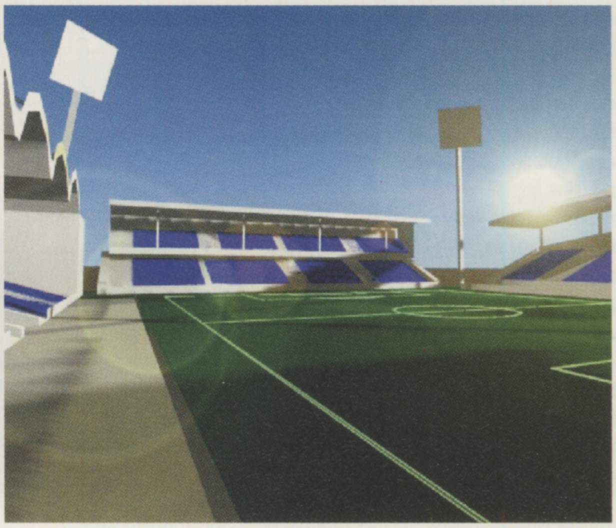
It's not quite a re-enactment of that goal, but at least it's going in.



The stadiums have a high level of detail, as you can see here.

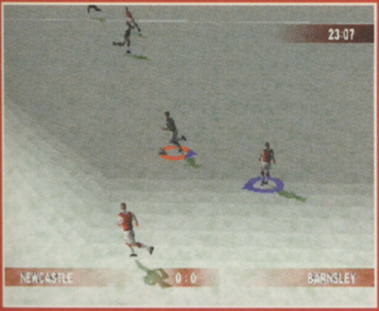


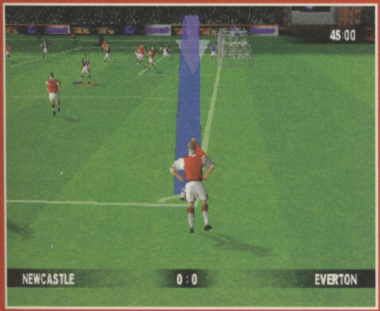
The PC version is looking very tasty indeed. It will support all major graphics cards, including Voodoo 2.

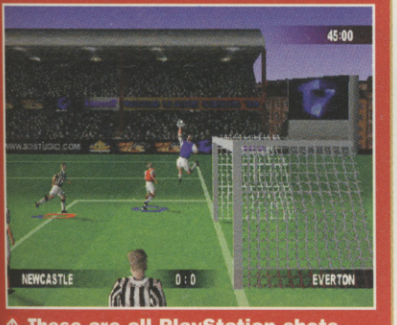


KNOCK IT NOW!

One-two's in *WLS* are the best way to breach either the computer or manual controlled players. By hitting X for a pass along the floor and pressing it again, the recipient of the pass will roll it back to the player for him to run onto. Alternatively, hit square before collecting the first pass and the player will chip the return pass, usually over the head to the nearest defender, giving you a clear run in on goal.





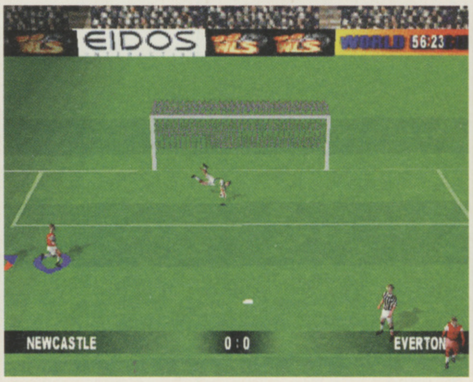


These are all PlayStation shots.

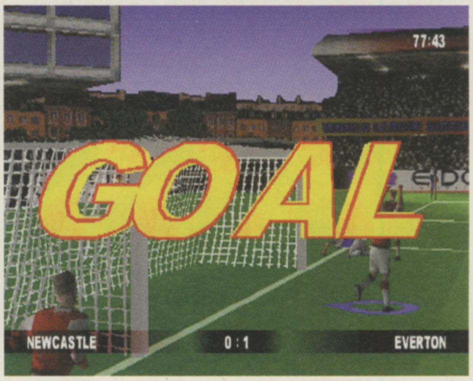
55:46
EIDOS
9 A SHEARS
NEWCASTLE
2:0
LEICESTER

SHOOT TO KILL

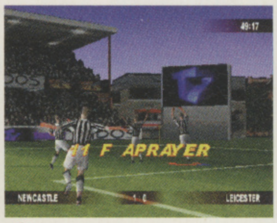
Another aspect of *WLS '98* that proved to be a little frustrating was the shooting. Previously, you had to be facing towards the goal to get anything on target. This often meant snapshots would end up hugging the touchline rather than the back of the net. This time, however, every shot will automatically go towards the goal, so that you have more chance of scoring. This doesn't mean that you'll be racking up scores of rugby proportions though, as goalkeeper AI has also been improved to counter this.



The goalkeeper AI has been improved too, so they'll learn where you always aim shots.



Do you think, you know – maybe we're just being silly – but hasn't someone just scored?



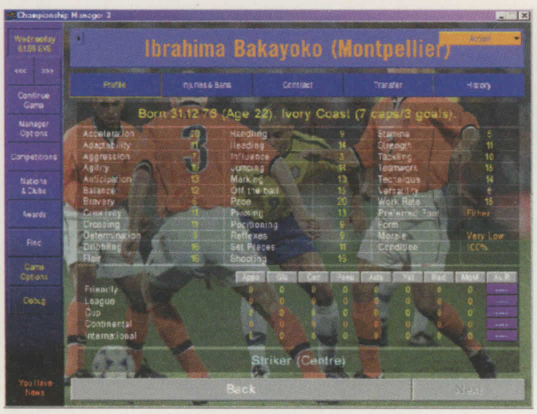
The TV screen in the back will flash up messages when players score or when subs are made.

90:00
NEWCASTLE
0:1
EVERTON

What this guy is up to is a mystery.

HE'S G-OWEN ALL THE WAY!

The last version we have played was only a two-team demo made specifically for ECTS, so it's going to be difficult to tell just how good this game will be. However, a review version is due any time now, so expect it to be put through its paces next issue.



Championship Manager 3

Wednesday 6.1.99 EVE

Ibrahima Bakayoko (Montpellier)

Action
Profile
Injuries & Bans
Contract
Transfer
History
<<<
>>>
Continue Game
Manager Options
Competitions
Nations & Clubs
Awards
Find
Game Options
Debug
You Have News
Back
Next

Born 31.12.76 (Age 22). Ivory Coast (7 caps/3 goals).

Acceleration	20	Handling	9	Stamina	5
Adaptability	11	Heading	14	Strength	11
Aggression	7	Influence	3	Tackling	10
Agility	19	Jumping	14	Teamwork	15
Anticipation	13	Marking	10	Technique	14
Balance	12	Off the ball	15	Versatility	6
Bravery	6	Pace	20	Work Rate	15
Creativity	11	Passing	13	Preferred Foot	Either
Crossing	11	Positioning	9	Form	
Determination	9	Reflexes	9	Morale	Very Low
Dribbling	16	Set Pieces	11	Condition	100%
Flair	16	Shooting	15		

	Apps	Gls	Con	Pens	Asts	Yel	Red	MoM	Av R
Friendly	0	0	0	0	0	0	0	0	----
League	0	0	0	0	0	0	0	0	----
Cup	0	0	0	0	0	0	0	0	----
Continental	0	0	0	0	0	0	0	0	----
International	0	0	0	0	0	0	0	0	----

Striker (Centre)

70% COMPLETE

PC CD ROM

FOOTBALL MANAGEMENT

BY SPORTS INTERACTIVE

JAN RELEASE

1-16 PLAYER

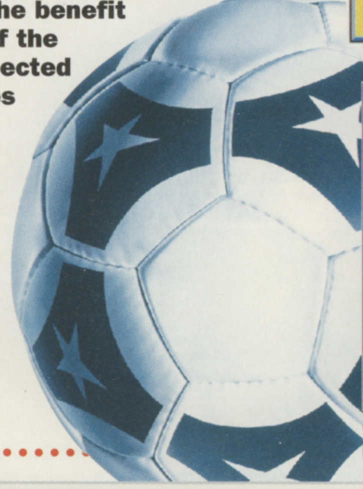
- PC CD ROM PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

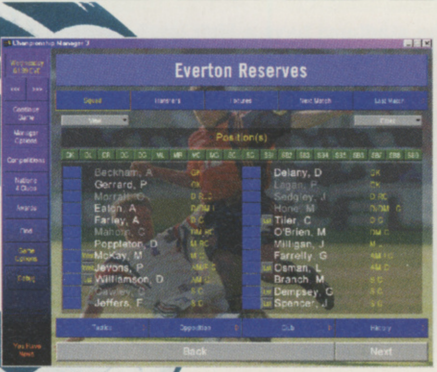
- PUBLISHED BY EIDOS
- TEL: 0181 636 3000

Football management sims are getting more realistic. *Champ Man 3* could be the next best thing to having Alex Ferguson as your dad!

Championship MANAGER™ 3

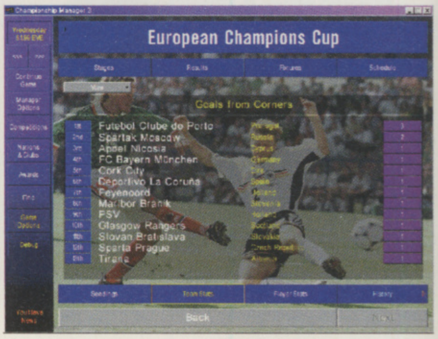
Just as playable football sims appear to be coming at us from all sides, so do the management games. But unless you've already got yourself an established name – such as *ISS*, *Actua* or *FIFA* – breaking into the market is going to be difficult. *Championship Manager* has the benefit of being one of the most well-respected and best games of its kind, which is why this sequel of a sequel is so eagerly anticipated. And on the face of things, it's not going to let anybody down!





Everton Reserves

Draft in a few of the reserves for the less important games to give them a run.

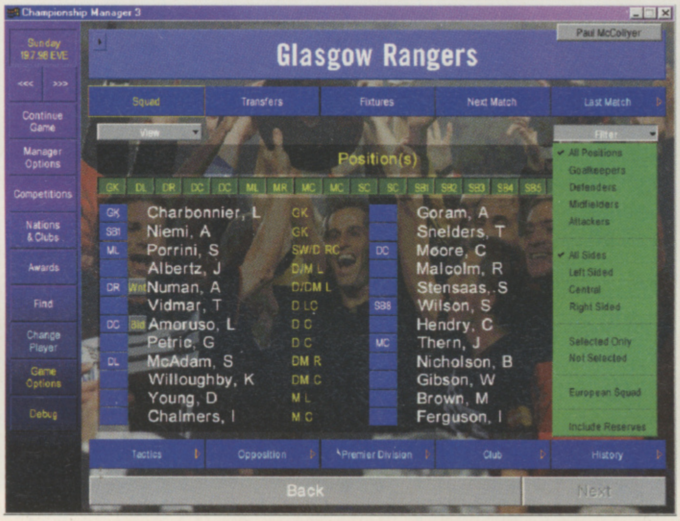


European Champions Cup
Goals from Corners

Plan your pre-match tactics by checking out other teams' weak and strong points.

EVEN YOUR GRAN COULD USE IT!

The biggest difference between *Championship Manager 3* and the previous updates is the menu system and general accessibility of the game. Whereas before, you'd spend ages wading through the various menus trying to get to transfer screens and such like, now everything is done via a Windows '95 style environment. There is now a small bar along the left side of the screen which holds everything you need to run the day to day management of the club. At the click of a mouse button, you can call up all the cup games played in England, or whichever other countries you want, or awards for the month for example. Have a closer look at the Manager Options section for a better idea.



Championship Manager 3

Sunday 19.7.98 EVE

Paul McCollyer

Glasgow Rangers

Squad
Transfers
Fixtures
Next Match
Last Match
View
Filter
<<<
>>>
Continue Game
Manager Options
Competitions
Nations & Clubs
Awards
Find
Change Player
Game Options
Debug
Tactics
Opposition
Premier Division
Club
History
Back
Next

Position(s)

GK DL DR DC DC ML MR MC MC SC SC SB1 SB2 SB3 SB4 SB5

GK	Charbonnier, L	GK		Goram, A	
SB1	Niemi, A	GK		Snelders, T	
ML	Porrini, S	SW/D RC	DC	Moore, C	
	Albertz, J	D/M L		Malcolm, R	
DR	Wnt Numan, A	D/DM L		Stensaas, S	
	Vidmar, T	D LC	SB8	Wilson, S	
DC	Bid Amoruso, L	D C		Hendry, C	
	Petric, G	D C	MC	Thern, J	
DL	McAdam, S	DM R		Nicholson, B	
	Willoughby, K	DM C		Gibson, W	
	Young, D	M L		Brown, M	
	Chalmers, I	M C		Ferguson, I	

✓ All Positions
Goalkeepers
Defenders
Midfielders
Attackers

✓ All Sides
Left Sided
Central
Right Sided

Selected Only
Not Selected

European Squad

Include Reserves

The green menu on the right lets you set up specific tactics.

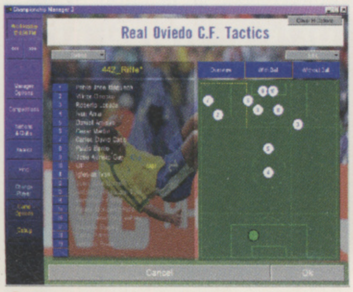
Lazio's squad can be called up instantly, and offers made for any of the players.

MANAGER OPTIONS

By clicking on this bar in the side panel, you can bring up all the following options. You can instantly flick back to the squad you're in control of, or check out any news on your transfer wheelings and dealings!

Alternatively, if you want to put in a bid for a player, you can search for him throughout the huge database of players. The club's history and records can be pulled up, as well as you deciding to go on holiday, resign or retire as manager, if you're feeling down in the dumps.

Basically, it's all the management options you need in one menu.



Real Oviedo C.F. Tactics
442_Rifle*
Cancel
OK

Pack the penalty box or flood the midfield – it's up to you.

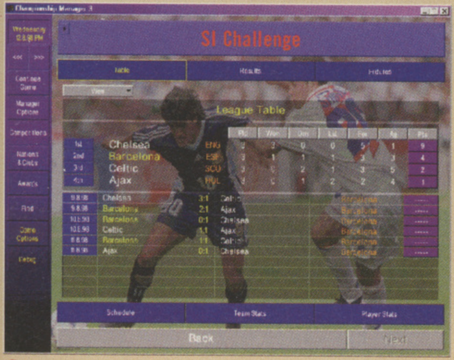
News
New Conference record

You'll be regularly updated with news happening in your division.

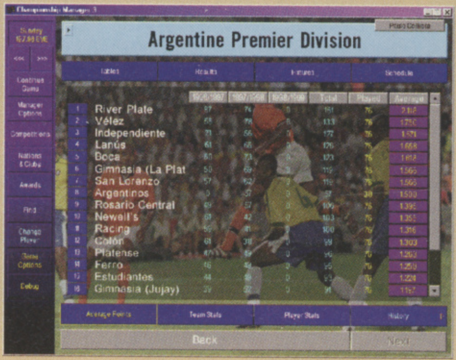
English Conference
League Table (Away Record)
Barrow
Northwich
Doncaster
Telford
Woking
Hayes
Hereford
Welling Utd
Morecambe
Hednesford Town
Stevenage Boro'
Farnborough

Barrow have the best away record in the league you know.

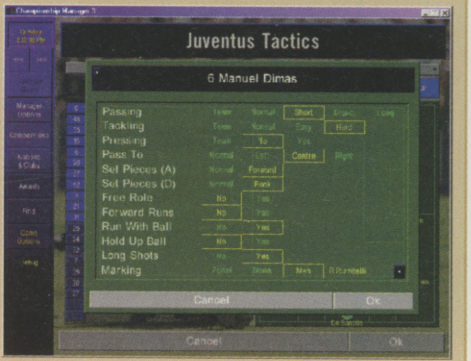
PRE-SEASON HELL


SI Challenge
League Table
Chelsea
Barcelona
Celtic
Ajax
Back
Next

Teams won't always accept your invite.


Argentine Premier Division
River Plate
Vélez
Independiente
Lanús
Boca
Gimnasia (La Plat
San Lorenzo
Argentinos
Rosario Central
Newell's
Racing
Colón
Platense
Ferro
Estudiantes
Gimnasia (Jujay)
Back
Next

Even average attendances are displayed.


Juventus Tactics
6 Manuel Dimas
Passing
Tackling
Pressing
Pass To
Set Pieces (A)
Set Pieces (D)
Free Role
Forward Runs
Run With Ball
Hold Up Ball
Long Shots
Marking
Cancel
OK

All these tactics are for just one player!

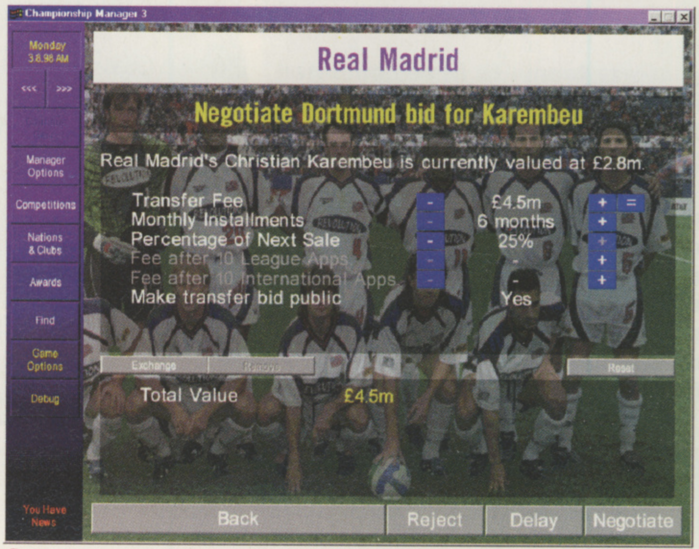
As manager, it's your job to organise pre-season friendlies. The game will select a few for you, but if you fancy organising a mini tournament, the game will let you do that too. You can invite teams from any league, but not all of them will accept your invitation. You can change the number of teams, the rules like golden goal or penalties too. And who knows, maybe you'll get an invite to a tournament yourself!

Dennis Bergkamp (Holland)
Attacking Midfielder/Forward (Centre)
Back

Don't expect to fly him over.

IN YOUR SHOPPING BASKET

So your ailing squad has just suffered another defeat and you're under pressure to bring in a high-profile signing. The good news for you is that the transfer system in *CM3* is simple, but in-depth. First, find the player you want to buy, then click on him. This will bring up his stats, and an option to bid for him. Click on that, and a screen will appear, showing how much you have to spend, and how much his club value him at. If you don't have enough money, you can select a member of your squad for an exchange or cash-plus-players deal. Then it's down to him to get back to you. Once he does, you finalise his personal details, by negotiating his weekly wages, signing on fee and length of his stay. Also, the player may request a scoring bonus, clean sheet bonus and other perks, but that's down to you to find as they're not instantly displayed. Forget to offer him what he wants and the player will soon become restless or even decline the move completely.


Championship Manager 3
Monday 3.8.98 AM
Manager Options
Competitions
Nations & Clubs
Awards
Find
Game Options
Debug
You Have News
Exchange
Remove
Reset
Back
Reject
Delay
Negotiate

Real Madrid

Negotiate Dortmund bid for Karembeu

Real Madrid's Christian Karembeu is currently valued at £2.8m

Transfer Fee: £4.5m
Monthly Installments: 6 months
Percentage of Next Sale: 25%
Fee after 10 League Apps: -
Fee after 10 International Apps: -
Make transfer bid public: Yes

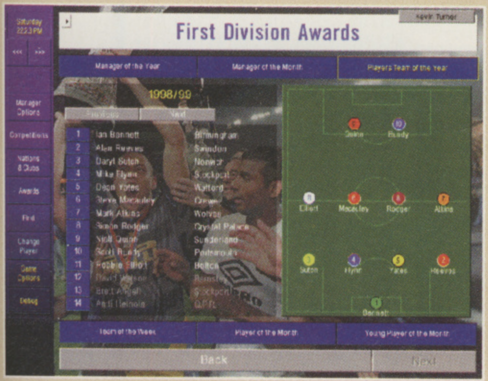
Total Value: £4.5m

You can even decide whether to make the bid public or not!

Chelsea 1
Arsenal 1
Premier Division Latest
Gianfranco Zola climbs above Lee Dixon

Check on games at any time.

AND THE WINNER IS...


First Division Awards
Manager of the Year
Manager of the Month
Players Team of the Year
1998/99
Back
Next

Pick up players while they're on form.

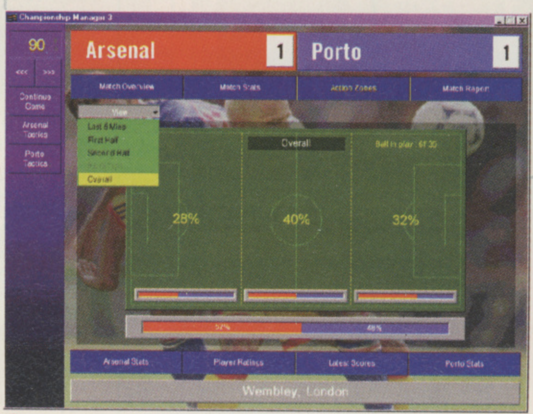
Once the season is under way, you can earn yourself some awards for your management skills. Manager of the month awards are dished out and you can look back at the entire year's awards in one go. Also, the game selects players of the week and makes a team of the week for you, so that's a good place to scout for in-form players. And if you want to look at the stats for any player who's taken your fancy, simply click on him and you'll be given everything about him. From this screen you can table an offer too.

A GAME OF TWO HALVES

Once you've sorted out all the players, transfers and everything else, you're going to want to start playing. As you're watching the events of your team's match unfold, there are a number of other options available to you. The incidents bit is the bar that continually flashes up all the action points of the ongoing game. But in *CM3*, whenever you choose another option away from this, the bar is shrunk slightly and moved to the bottom of the screen so you can always tell what's going on. You can watch the stats for each player update as the game goes on, and see the action zones. Results from all the other games can be watched in a teletext style display and a full match report of everything that has happened in the game can be called up just in case you missed something.

The Inter-toto Cup. Perhaps the most pointless competition in the whole footballing world.

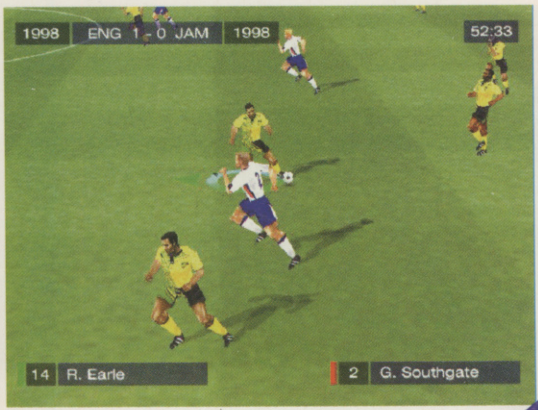
Inter-toto Cup
Back


Championship Manager 3
90
Arsenal 1
Porto 1
Match Overview
Match Stats
Action Zones
Match Report
Overall
28%
40%
32%
Wembley, London

Here you can see all the action areas for the Arsenal vs Porto game. Porto appear to have been defending mostly, but still managed to sneak a draw.

THE FINAL WHISTLE

It's going to be touch and go to see whether or not we get a review version in time for next issue, but needless to say this game is looking very hot indeed.



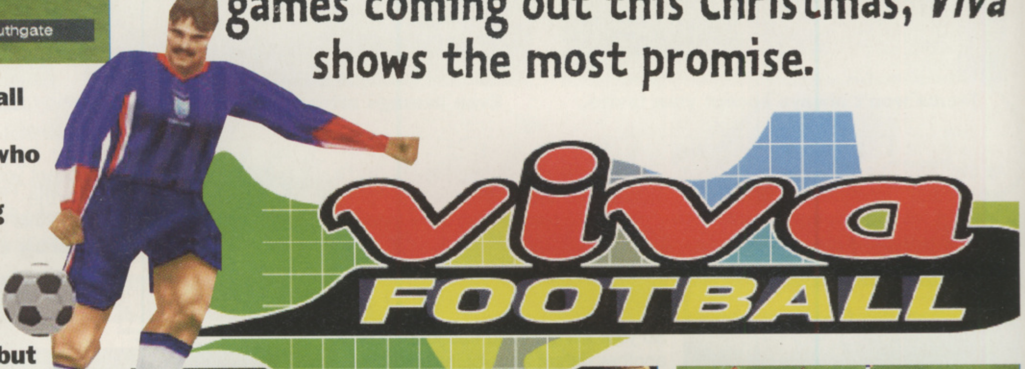
85% COMPLETE

PC CD ROM
PlayStation

FOOTBALL SIM | **BY CRIMSON**
NOV RELEASE | **1-4 PLAYERS**

- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL: 0171 368 2255

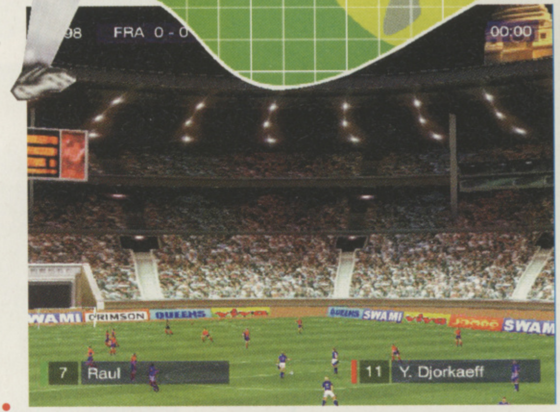
Amid all the sequels and updates comes *Viva Football* from Virgin. Of all the new football games coming out this Christmas, *Viva* shows the most promise.

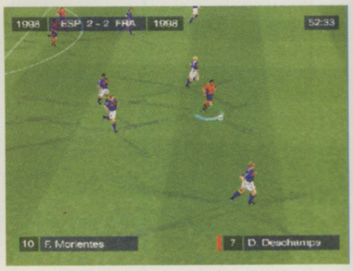


Seeing as all the main football licences have now been snapped up, programmers who don't have much cash to throw about can concentrate on making sure that their game has all the playability and realism that the fans want – in theory anyway.

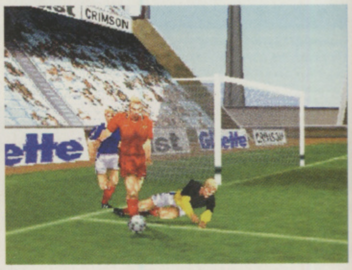
Viva Football **may not benefit from any official endorsements, but that doesn't stop it having all the post-war teams to have competed in a world tournament, from Brazil 1970 to Bobby's Heroes, the England 1990 team.**

The cool thing about this is that depending on who the home side is, you must play by the rules of their particular era. So if it's before '94, the back pass rule doesn't exist. It also has all the real player names. And even though there is no commentary, you do hear the shouts the other players make to themselves.

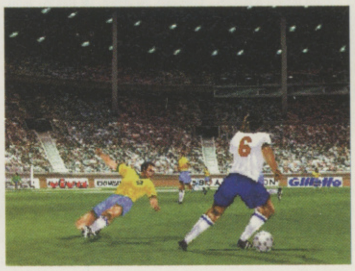




↑ Holding the pass button down is also a through ball.



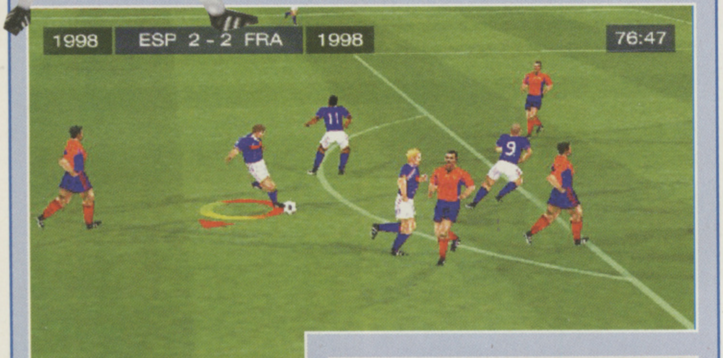
↑ It is possible to dribble the ball away from the goalkeeper.



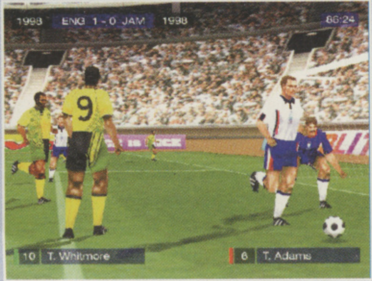
← Drop of the shoulder... see ya!

STATTO! STATTO! STATTO!

The player statistics in *Viva* are more than just a bunch of meaningless numbers for you to look at and moan because your favourite player is cack. They are actually a fair representation of the game. For instance, if statistics show a player like Overmars to be incredibly quick, then it's shown in the game too. He can be slowed when the ball is at his feet, but tapping it just ahead of him will enable him to build a full head of steam. There are other obvious differences too, like Shearer having a much better shot than Adams.

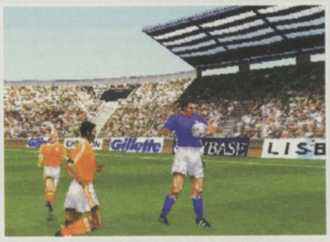


↑ Shooting from distance is tough, but when they go in, Goal of the Month beckons.

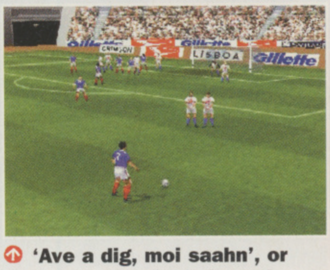


→ Adams steers the ball away from the danger zone.

THE REST IS HISTORY



↑ The way the players chest the ball down is very realistic.

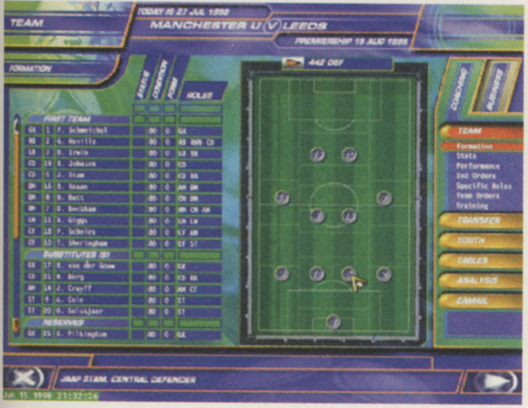


↑ 'Ave a dig, moi saahn', or 'Put it in der mixa'. Sorted.

The History option in the game lets you take over a world tournament from a specific year. You get a choice of the qualifying teams, and basically get the chance to redress the balance for Maradona's hand-ball, or prevent that deflected free kick against Germany. Some of these classic moments are also depicted in the games intro sequence, which has motion captured players re-enacting famous situations. Banks's save from Pele and, of course, the "Hand of God".

EAGER VIVA

First impressions indicate that *Viva* could be a decent football game. However, a couple of tweaks need to be made, and we'll tell you if the finished version matches the early promise next month.



80% COMPLETE
PC CD ROM

FOOTBALL MANAGEMENT	BY EA SPORTS
NOV RELEASE	1 PLAYER

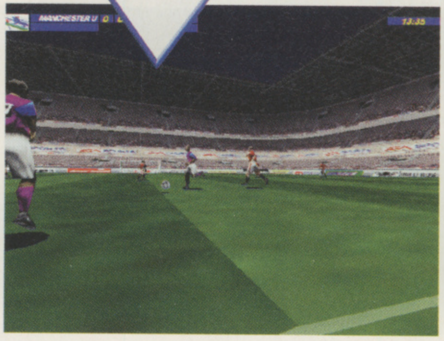
- YEAR OLD PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

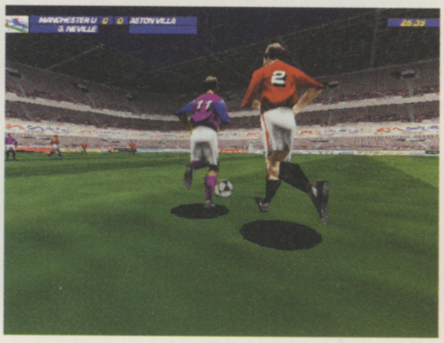
- PUBLISHED BY EA
- TEL: 0753 549 442

They tried last year to challenge the mighty *Championship Manager* and failed. Now EA's management sim fights back.

FOOTBALL MANAGER '99

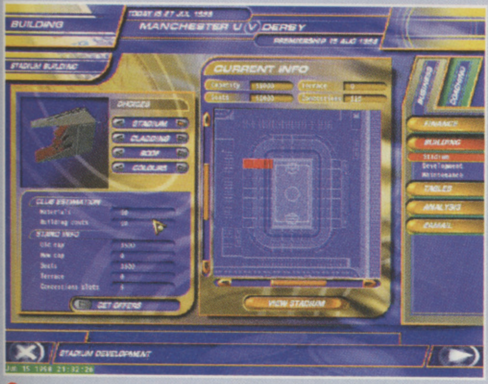
Thanks to an undisclosed amount of money being spent, EA can now boast that this is the only officially licensed FA Premier League management game – something they hope will get the punters going through the turnstiles of the local game shop, and parting with cash. What repercussions this license has for other management sims remains to be seen. There's one thing we can be sure of – this is the only management game around that's going to have the Premiership trophy. Or a nice render of it anyway!





MO' MONEY

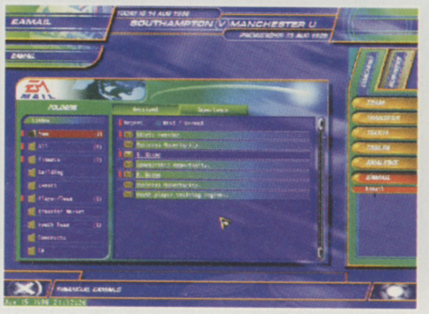
So what else does that license buy? Well for starters all the real team names, nicknames, logos and 3-D representations of stadiums will be featured. These won't add anything to gameplay, which is why the football fans who make up EA Sports new UK studio have put their thinking caps on. The result is a list of improvements to last years game, and several features that haven't been utilised in a management sim before.

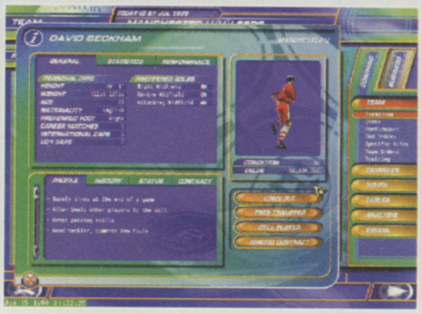


Improve your stadium right here, right now.

YOU'RE ALL FIRED

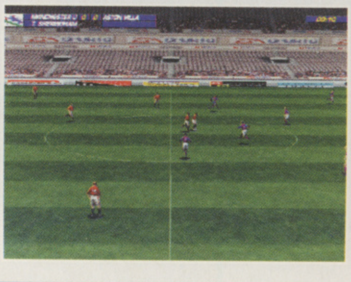
EA have given some of these features fancy names, so bare with us as we try to explain them to you. The first is EAMail™, a new system that provides communication between you and your players, coaching staff and business contacts. You should also be able to chase up transfer news with this system as well. Virtual Managers is another new system, where you can decide which parts of the game are of no interest to you, then delegate them to a virtual manager. So if you don't want to pick a team, click here and the computer will do it for you.

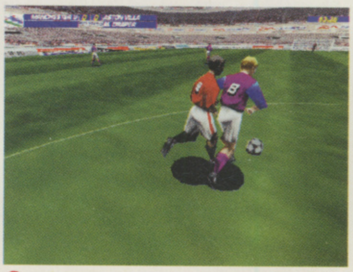




QUITE REMARKABLE!

Once you've finished wheeling and dealing, and are ready to take control of a match, you'll be able to watch the game using EA's Virtual Stadium technology. You can zoom in on the action, or view it from overhead for increased speed. The enthusiastic tones of John Motson will offer commentary. If you're good enough offers may flood in from abroad, and you can play in the bonus European leagues.





Dwight Yorke must be good. Look at how full Old Trafford is!

MAN MANAGEMENT

More news as soon as we get it, which shouldn't be too soon. Until then, go scout some players.

MORTAL KOMBAT 4

The mania surrounding *Mortal Kombat* has died down a lot since the console release of the first game six years ago, but they've still got a massive following. *Mortal Kombat 4* is the first in the series to be in 3D, bringing it up to date with the *Tekken* and *Virtua Fighter* games, though it still manages to play a lot like the originals. The fighters have practically identical basic moves, meaning that anyone can play straight away with any character, though their special moves vary quite a lot. The game plays more like *Mortal Kombat 2* than *Mortal Kombat Trilogy* – a deliberate attempt to make it more instantly enjoyable to casual gamers, though the big combos and fatalities still take some learning. The conversions are great, with the Nintendo 64 version looking most like the arcade original. It's all pretty funny too, with great evil laughs, plus some extremely amusing deaths and injuries. For super-casual gamers (grannies, little kids, late-night drunken players, etc) and super-hardcore fighting fans (people who live in the arcade, people who can remember every special move ever, and those who spend all their spare time on *Mortal Kombat* internet sites) *Mortal Kombat 4* is fantastic. I just don't think there's quite enough for those people in between. **ED LOMAS**

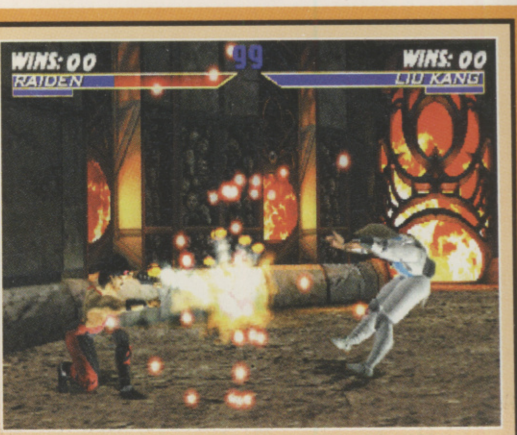
3D FIGHTING GAME

OUT NOW

BY EUROCOM

1-2 PLAYERS

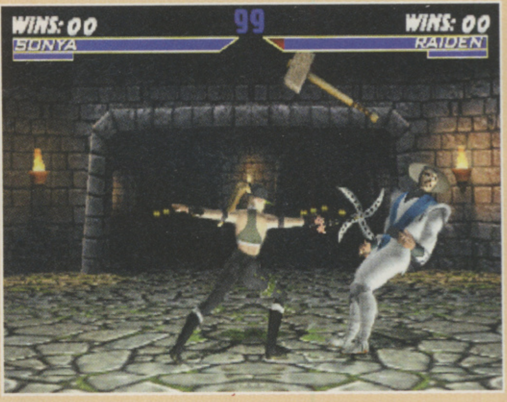
- **PRICE** £44.99
- ARCADE AND IMPORT **VERSIONS AVAILABLE**
- NO OTHER **VERSION PLANNED**
- **STORAGE** 1 CD/128MB CART
- **PUBLISHED BY** GT INTERACTIVE
- **TEL** 0171 535 7300



Most of the characters look a little bit rubbish, but it all adds to the strange charm that the *Mortal Kombat* games have.

WINS: 00
FUJIN
99
WINS: 00
SCORPION

WINS: 00
RAIDEN
99
WINS: 00
FUJIN



The weapons don't really add anything to the gameplay, but having a fight where two people throw a skull at one another can be amusing.

HIGH FIVE!

COLIN McRAE RALLY

Colin McRae Rally is already one of the biggest games of the year, and this PC version is only going to help. It's practically the same as the PlayStation game, only with graphics that take advantage of the various accelerator cards available. All the textures are nicely smoothed off, everything looks very sharp, plus there are a few extra touches such as chunks of gravel flying about when you powerslide. If your PC set-up isn't totally up to scratch, however, it can get a bit tricky to control the car. But with a decent machine, *Colin McRae Rally* is as much fun to play as ever. One thing that's a bit strange – the presentation screens are practically the same as the PlayStation's, only the FMV is grainier and the rotating menus don't rotate any more. But hey, what's a rotating menu between friends when you've got a racing game as fun as this? **ED LOMAS**

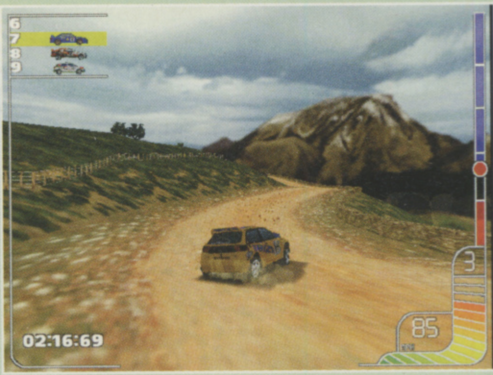
RACING GAME

OUT NOW

BY CODEMASTERS

1-2 PLAYERS

- **PRICE** £34.99
- PLAYSTATION **VERSION AVAILABLE**
- NO OTHER **VERSION PLANNED**
- **STORAGE** 1 CD (4MB MIN INSTALL)
- **PUBLISHED BY** CODEMASTERS
- **TEL** 01926 814 132



"One left into long five right over crest into tight hairpin left over jump into two right K post. I said 'K post'. The post Col... the post! Aaaagh!"

ZERO DIVIDE 2

There are some good ideas in *Zero Divide 2*, but it feels so out of date that it soon gets boring to play. The graphics are fair enough, but the characters are often very confusing to look at – there are many occasions when all you can see is a pile of polygons rolling around in a heap. There's not a massive selection of moves, but the combo system is similar in feel to *Virtua Fighter* or *Dead Or Alive*, if a bit simple. Not a lot of effort has been put into the PAL version either, so the fights are extremely slow. As with the first *Zero Divide*, the one-player game has some secret features to collect, but at this kind of speed it's hard work staying awake when completing the game for a sixth time. The PlayStation's got far too many good fighting games to make *Zero Divide 2* worth playing. **ED LOMAS**

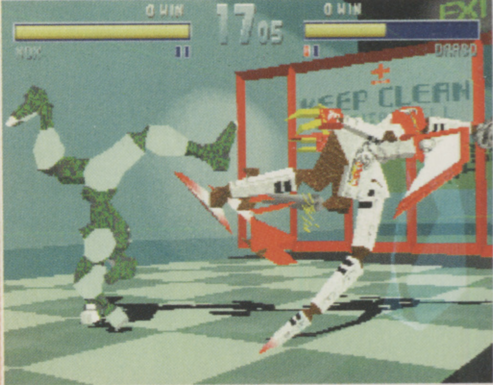
3D FIGHTING GAME

OCT RELEASE

BY ZOOM

1-2 PLAYERS

- **PRICE** £34.99
- SATURN AND PS IMPORT **VERSION AVAILABLE**
- NO OTHER **VERSION PLANNED**
- **STORAGE** 1 CD
- **PUBLISHED BY** SONY
- **TEL** 0171 447 1600



It'll take nearly 20 seconds for Draco to land at this speed. We're exaggerating slightly...

VICTORY BOXING 2

The original *Victory Boxing* has enjoyed a healthy spell of being the best boxing game by virtue of being the only one around. Nearly two years later, JVC have tried to revamp the title, with improved graphics, and the same fight action. Except that it hasn't quite gone to plan. For starters, the control system has been changed, and it's not quite as effective. The separate buttons for jabs and punches on each arm has been changed to a high attack and low attack button. Repeated pressing results in short combos from your fighter. Also the option to create a boxer has vanished, along with the opportunity to develop your skills with training. This is like ripping the heart out of the original, and what you're left with is a competent boxing game. It's just a shame that JVC can only boast of having improved the graphics. **ALEX HUHTALA**

BOXING GAME

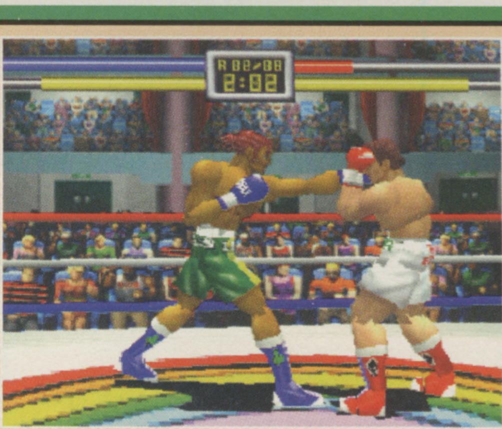
NOV RELEASE

BY JVC

1-2 PLAYERS

- PRICE £44.99
- PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- PUBLISHED BY JVC
- TEL 0171 240 3121



↑ Can you spot Dennis the Menace in the crowd? A bonus point to anyone who spots two of him.

THE FIFTH ELEMENT

A below-average game of an above-average film. Play as taxi driver Corben Dallas or the lovely Leeloo as you try to save the world by finding four element stones. What follows is a sub-standard *Tomb Raider* clone. This is running, jumping and shooting territory, with a few simple puzzles thrown in. The levels don't really match the film to a great extent, so to remind you of why you might be attempting to play this, clips from the film are thrown in between levels. The characters are poorly realised, badly animated and the available moves are limited. The levels are all straightforward and predictable – if you've seen one, you've seen them all. The final insults are the enemies. Thanks to bad pop-up, they appear out of nowhere, and their design is bad. I can't remember any small flying robots in the film, but they keep attacking Leeloo, and that's the biggest problem of all – it's not *The Fifth Element*! **ALEX HUHTALA**

ACTION ADVENTURE

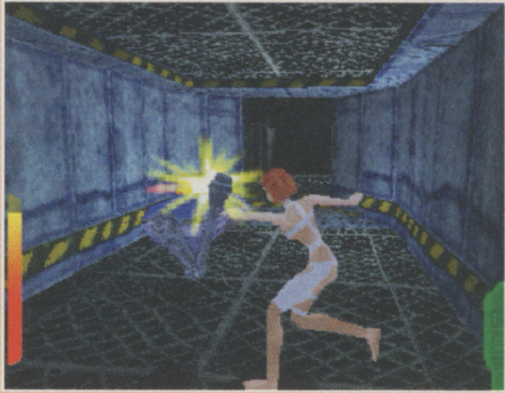
NOV RELEASE

BY KALISTO

1 PLAYER

- PRICE £34.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- PUBLISHED BY SONY
- TEL 0171 447 1600



↑ Funny thing is, Paul Davies is such a big *Fifth Element* fan he'll be forced to buy this game. Ha!

POCKET FIGHTER

There's a lot more to *Pocket Fighter* than initially meets the eye. When you first have a go, it seems like an extremely cut-down *Street Fighter* with a super-simple control system, but there's actually quite a lot of stuff to do in it. First off, for Capcom fighting game fans (and there are a lot of them) *Pocket Fighter* is a brilliant collector's item – the little bits of background detail and references to various games are very cool, plus the cute super-deformed characters look excellent. Although pulling off Flash Combos is very easy, putting together longer and more powerful combos can take some work. The selection of special moves and Super Combos is massive, and some of them are so bizarre you can't help but laugh. But the best thing is that it's a Capcom fighting game that just about anyone can play and enjoy straight away, while still being complex enough for the more hardcore fans. Also, although the PAL version is slower than the arcade original, the speed options mean you can get it running at practically the right rate. It's not quite *Street Fighter Alpha 3*, but *Pocket Fighter* is still a cracking little game.

ED LOMAS

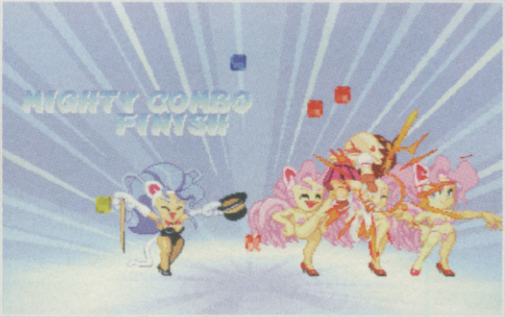
2D FIGHTING GAME

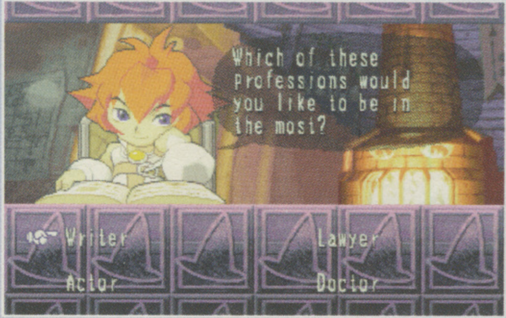
OUT NOW

BY CAPCOM

1-2 PLAYERS

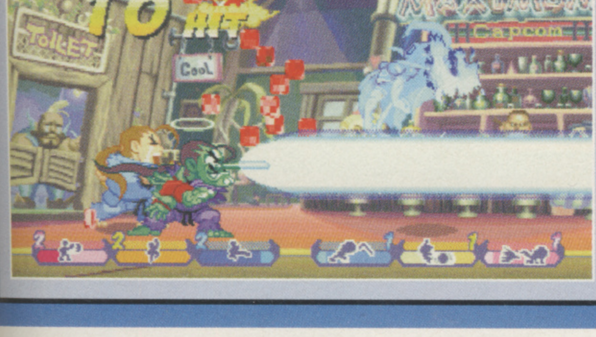
- PRICE £39.99
- ARCADE, SATURN AND PS VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255

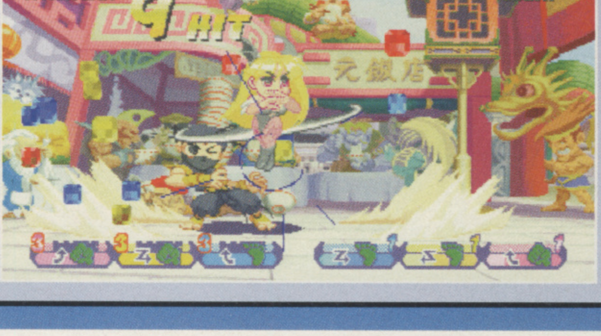




Which of these Professions would you like to be in the mosi?

↑ When doing Tessa's bizarre quiz be truthful with your answers, unlike us.





← Dan (far left) has some moves even we can't understand.

PARASITE EVE

Only one aspect of *Final Fantasy VII*, if not the entire *FF* series, lets it down: it's kind of all laid out for you. You don't explore as much as you do in, say, the *Shining Force* games. You don't battle as skilfully as you do in *Breath Of Fire III*. What makes up for all this is the phenomenal movie sequences, and the haunting, sometimes unbearably emotional, plot. *Parasite Eve* takes this balance and throws it all out of whack. The cinematics are stunning as ever, perhaps more so than *Final Fantasy VII* – they're certainly more adult. But the sci-fi horror plot feels phoney, and the battle system, which has enormous potential, is underworked, and therefore not so exciting. In the end *Parasite Eve* falls somewhere between *Resident Evil 2* and *Final Fantasy VII*, but never touches the genius behind either of those games. Aya is pretty though. **PAUL DAVIES**

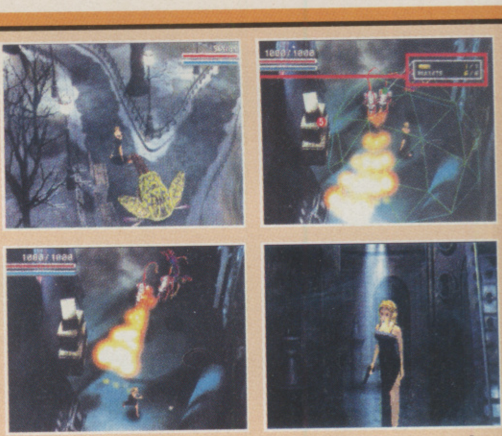
CINEMATIC RPG

OUT NOW (USA)

BY SQUARESOFT

1 PLAYER

- PRICE £IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 3 CDS
- PUBLISHED BY SQUARE/EA
- TEL IMPORTER



If Aya hadn't been so pretty, there's a good chance Paul would have only given this 1/5.

HIGH FIVE!

TIME CRISIS: PLATINUM

The best gun game available for the PlayStation, and now at a budget price. If you don't know this game by now, then you're not a game fan, but for those that arrived late, read on. *Time Crisis* is an incredible conversion of the smash-hit arcade original. You play Richard Miller, a hero for hire, who must rescue the President's daughter from an island fortress. The trouble is, the clock is ticking – if you're too late, she'll be killed. You must eliminate all guards, and clear areas as you progress through the levels earning more seconds for your quest. A duck button adds to the excitement, as you stay concealed and out of the way of enemy fire. All the arcade thrills have been perfectly captured, but best of all is a new PlayStation mode – an eight-stage new mission, which is better than the original game. Buy, buy, buy. Bye! **ALEX HUHTALA**

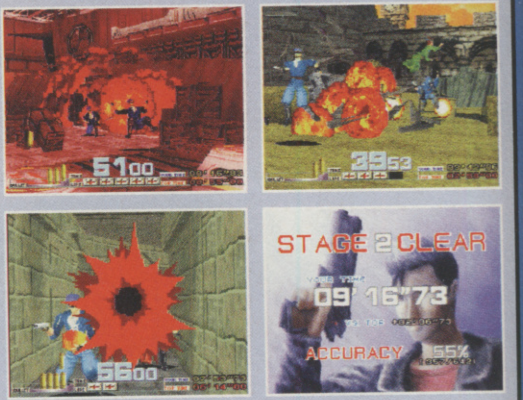
GUN GAME

NOV RELEASE

BY NAMCO

1 PLAYER

- PRICE £19.99
- FULL PRICE AND ARCADE VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Those who cannot afford a light gun will be pleased to know you can bung tomatoes instead.

UNHOLY WAR

The mix of strategy and realtime fighting makes *Unholy War* a strange, but very playable title. The first part of the game is the strategy element. You select three characters, which are then placed onto a hexagonal map. The idea is then to move your creatures to the other side of the map, and kill all the enemies. You also have a main base, which can create new fighters for you, depending on the amount of cash you have. And by standing a character on the hexagonal tile that holds ore, you get more money. Come face to face with an enemy and you enter the real-time fighting in a battle to the death. The fighting bit on its own is pretty good, but couple that with the strategy, and the whole thing comes together as an immensely cool little package. A surprisingly good game. **STEVE KEY**

FIGHTING STRATEGY

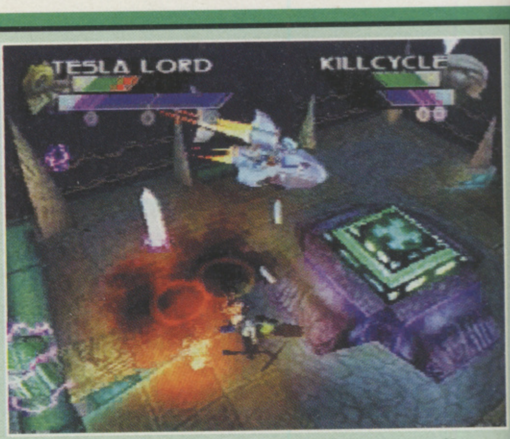
NOV RELEASE

BY CRYSTAL DYNAMICS

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- PUBLISHED BY EIDOS
- TEL 0181 636 3000



These 3D real-time fighting bits look really good. And just check out the fighters' names!

FUTURE COP: LAPD

There is nothing more enjoyable than blasting the hell out of everything in sight. *Future Cop: LAPD* is a prime example of this. There is no real plot or any great puzzles to solve, but the element of destruction, pure and simple, is very entertaining. There are two forms of gameplay mode. The first is where you are given a specific thing to blow up on a stage, and upon completion you'll move on to a new area. The second pits you and a computer controlled "cop" against each other, and you have to blow up as many things as you can. Whoever causes the most devastation wins. It's a very good game graphically, and the moody future city comes across in a very atmospheric way. Overall, it's a very entertaining game and one which will keep you playing for a while, but there's no great variety in the levels, so things start to get repetitive. **STEVE KEY**

ACTION GAME

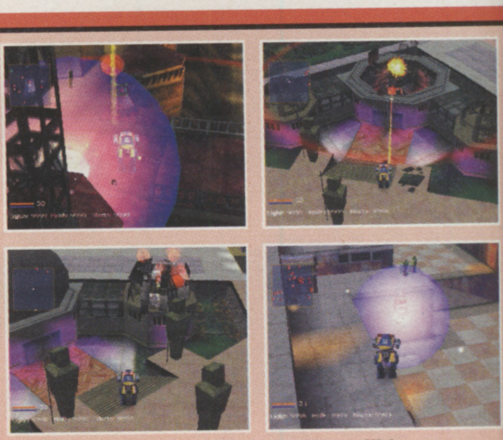
NOV RELEASE

BY EA

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- PUBLISHED BY EA
- TEL 01753 549442



At least the next lot of LA riots will be very exciting, what with all these mechs battling it out.

Every month All the Nintendo® news, all the NINTENDO64® games... first!

NINTENDO64® OFFICIAL ALWAYS FIRST BIGGEST AND THE BEST
International Nintendo Licensed Product
look!
Nintendo®
OFFICIAL MAGAZINE
£2.95 MORE PAGES
✓News and previews ✓New N64 game exclusives ✓Game guides
✓Every N64 game tested ✓Pads 'n' paks ✓The most N64 tips
TUROK 2
Monster first play
MICRO MACHINES p16
Nintendo Official Magazine
FREE TIPS BOOK NO.5
WWF WAR ZONE
BUSTED
Every power move and special
Nintendo Official Magazine AWESOME
LICENSED BY Nintendo
PAL VERSION
Look under here
10
9 770965 424074

There is only one Official magazine
In the shops now!

CLASSIFIEDS

computer and video games

Providing an up to date guide on where to buy the latest in console gear and games.....Computer & Video Games Britain's leading multi format magazine.

To advertise call Kathryn Clements now on 0171 880 7415 or fax your details on 0171 880 7443

Don't miss out!!

DEFINITIVE DC CONSOLES

NINTENDO & SATURN
All the Hottest Titles and Peripherals

EMS 4 Meg 4 in 1 Action Replay	£20
N64 Passport	£15
Saturn Conversion	£40

New titles dropping daily... Zelda, Jet Force Gemini, Marvel v Capcom!

SPECIALS

Saturn VCD Cards	£65
PSX VCD Cards	£65
Pioneer DVD DV505 Champagne Gold Codeless	£370
Saturn I.C.	£20
PSX I.C.	£7
PSX Laser	£30
Tekken 3 (Jap)	£20
Latest VCD and DVD Titles	£Phone

- DVD Players & Mini Disc Players - All latest models & gadgets from Hong Kong at Best Prices!

PLAYSTATION

Latest games
Jap/US/UK Guaranteed

Universal PSX	£110
PSX Smart II	£15
PSX Scart Lead	£7
Action Replay	£15
Colour Dual Shock	£22
Official Memory Cards	£7

Definitive Consoles is about being a dedicated mail order company who can deliver you the guaranteed cheapest prices as we don t have the overheads shops do.

DREAMCAST

OUT NOVEMBER 20TH.
HARDWARE AND SOFTWARE AT BEST PRICES.
PRE ORDERS BEING TAKEN.

Tel: 07957 337746 10am - 9pm

Definitive Consoles, PO Box 12,
Isleworth, TW7 5TP.

---

www.projectk.com Email: info@projectk.com

PROJECT K

TEL: 0181 508 1328
0973 139 144
FAX: 0181 508 3845

PLAYSTATION IMPORTS

JAP Brave Fencer (Square)	£55
USA Final Fantasy Tactics	£45
USA Tekken 3	£43
USA Parasite Eve	CALL
USA Fifth Element	£45
USA Tails of Destiny	£45
USA C: Contra Adventures	£42
USA Xenogears (OCT)	CALL
USA Cool Boarders 3	£42
USA Metal Gear Solid (OCT)	£45
USA Abes Odyssey 2	CALL

NINTENDO 64 IMPORTS

4 Meg High Resolution Cart	CALL
Int'l Superstar Soccer 98	CALL
Zelda (3rd Week of November)	CALL
F Zero (USA version Oct 27)	£49
WCW/NWO Revenge (OCT 21)	£55
Turok 2 (OCT 21)	CALL
Fighting Force	£55
Nascar 99	£50
F1 World Grand Prix	£55

SEGA SATURN IMPORTS

Import White Saturn	CALL
NEW 2 in 1 Cartridge, run all import games and Ram Cart games	£35
JAP Deep Fear	£45
JAP Radiant Silvergun	CALL
JAP X Men vs Streetfighter	£49
JAP King of Fighters 97	£49
JAP Vampire Saviour	£49
JAP Princess Crown	£45
JAP Metal Slug	CALL
JAP Castlevania	£42
JAP Marvel Heroes vs Street Fighter	

PROJECTORS & DVD IMPORTS

100inch LCD Projector	CALL
Codeless Pioneer DVD Player	£450
NTSC to PAL Convertor	£70
AV Manager	£20
Twin Heavy Duty Transformer	£60
Standard Transformer	£20

ADD £2 per Item for P+P and £10 for machines (Courier Insured Delivery)

MERCHANDISE IMPORTS

3inch FFVIII Keychain Models (£6 EACH)	
Barrett Wallace Cait Sith Chocobo	
Cid Highwind Cloud Strife Red XIII	
Sephiroth Tifa Lockheart Yuffie Kisaragi	
Vincent Valentine Aerith Gainsborough	
Final Fantasy VII Music CD'S EACH	£16
Final Fantasy 5" Models (listed below)	
Cloud Red XIII Vincent (EACH)	£19
1.5inch Tekken 3 Models	£7
3inch Tekken 3 Models	£15
Parasiite Eve Jap subtitled video	£16
SNK Models (5 different Sets)EACH	£10
20" x 14" Final Fantasy VII Posters	£6
Dracula X Remix Music CD	£27
Final Fantasy VII Posters EACH	£6
Xenogears Music CD	£19
Dragon Ball Z Music CD	£16

For a free price list of imported games, accessories and merchandise send a SAE to PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

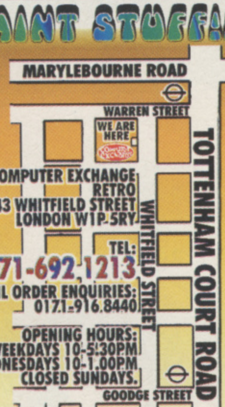
RETRO NOW OPEN!

COMPUTER EXCHANGE

BUY - SELL - EXCHANGE ALL THE OLDEST AND COOLEST KIT AROUND, FROM TAPES TO CDs.

TOP PRICES PAID FOR MINT STUFF!!

NEO GEO · BUG-BYTE SOFTWARE · ULTIMATE PLAY THE GAME · INFOCOM · VECTREX · PC Engine · SUPER FAMICOM · MEGA DRIVE · synapse · 3DO · SNK · ATARI



COMPUTER EXCHANGE
RETRO
143 WHITFIELD STREET
LONDON W1P 5RY

TEL: 0171-692 1213
MAIL ORDER ENQUIRIES: 0171-916 8440

OPENING HOURS:
WEEKDAYS 10-5:30PM
WEDNESDAYS 10-1.00PM
CLOSED SUNDAYS.

WORLD'S 1ST!! cex

I.D. REQUIRED FOR ALL SELLERS OF STOCK.

ALL TRADEMARKS RESPECTED.

THE KART KLUB

EST 1994 –

NEW & USED GAMES, CONSOLES
Bought, Sold & Part Exchanged

1000'S OF GAMES IN STOCK INCLUDING:

PSX

Metal Gear Solid (US)	£CALL
Tekken 3 (Jap)	£39.99
Capcom Generations 2	£CALL
Pocket Fighter (Jap)	£56.99
Parasite Eve (US)	£CALL

N64

F-Zero X (US)	£CALL
Zelda 64	£CALL
Castlevania 64	£CALL
Turok 2	£CALL
Off Road Challenge (US)	£39.99

SATURN

Radiant Silvergun	£59.99
Capcom Generations 2	£CALL
Vampire Savior + RAM	£64.99
Marvel vs Cap Com	£CALL
Metal Slug & RAM	£59.99

SEGA
- Mastersystem
- Megadrive
- Gamegear
- Saturn

Nintendo
- Gameboy
- Supernintendo
- Nes

Calls now being taken for Dreamcast

OFFICIAL PLAYSTATION CENTRE

Unit 34-35 INSHOPS, THE WELLINGTON CENTRE, ALDERSHOT GU11 1DB

Open 9.00am-5.30pm Mon-Sat
(Also at Blackbushe Market, Row M1288 Sunday)

Tel: 01252 34 37 37

---

next-gen

mail order video gaming

UK / IMPORT **Tel: 0181 3390 666** NEW / USED

www.next-gen.co.uk

"Computer & Video Games magazine is the choice of our customers. Questionaires on our loyalty cards handed out throughout our 12 stores showed C&VG was one of our most popular reads for gamers. It was helped improve our business" - Simon Jones, Whizz Kids

WHIZZ KIDS
WWW.WHIZZKIDS.CO.UK

GREYFOX GAMES
グレー フォックス　ゲームズ

THE LATEST IMPORT TITLES AT EXCELLENT PRICES!

SATURN

GUN GRIFFON 2	£44.99	POCKET FIGHTER	£44.99
VAMPIRE SAVIOUR	£44.99	RADIANT SILVER GUN	£47.99
SOL DIVIDE	£43.99	DEEP FEAR	£51.99
CASTLEVANIA	£39.99	SHINING FORCE 3(US)	£36.99
		ASTRO SUPERSTARS	£44.99
		S SHODOWN COLLECTION	£39.99

PLAYSTATION

BREATH OF FIRE 3	£37.99	PARASITE EVE	£35.99
FF TACTICS	£37.99	PARASITE EVE (US)	£CALL
DARIUS G	£38.99	RES EVIL2	£27.99(2ndHnd)
TEKKEN 3	£37.99	METAL GEAR SOLID	£CALL
TEKKEN 3 (USED)	£29.99	BRAVE FENCER (INC. FINAL FANTASY VIII DEMO)	£53.99

N64

F-ZERO X	£51.99
STAR SOLDIER	£54.99
WWF WARZONE	£CALL

FOR A FREE PRICE LIST OF ALL OUR GAMES, SEND AN S.A.E. TO:

GREYFOX GAMES,
34 ROUNDHAYE,
PUCKERIDGE,
HERTFORDSHIRE,
SG11 1SW

DREAMCAST ORDERS NOW TAKEN

TEL/FAX: 01920 822 799

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO GREYFOX GAMES
PLEASE INCLUDE £3.50 PER GAME FOR A COURIER INSURED P&P
HOURS: MON-FRI 3PM-8PM. SAT+SUN 9AM-5PM

RETRO CLASSIX

DEDICATED TO GAMERS & COLLECTORS
WELCOME TO THE TIME-MACHINE

A fully illustrated monthly fanzine in A4 format packed with information and reviews, RC brings you the fascinating world of Retro. All classic micros and games covered, ie, Arcade, Strategy and Adventure together with user information and values. Included also is a seperate catalogue of classic hardware and software listing 1000's of collectabe items for sale.

¡SSUE 12 OUT NOW!

STAR WARS
(The early games in colour)

+ RETROWEB, TECHNO-TIPS & MORE
(and free readers ads)

Send today for latest issue and our free catalogue enclosing a cheque/PO for £2.50 (UK) or £3.00 (Eurocheque) payable to 'G HOWDEN' and post care of: RETRO CLASSIX (CVG),
4 CHATTERTON AVENUE, LINCOLN LN1 3TB
http://members.aol.com/RClassix2/INDEX.html

Playstation Cheats

250 GAMES NOW AVAILABLE

The UK's Biggest & Best Audio Cheats Service

RACING GAMES
- Colin McRae Rally
- Coolboarders 1 & 2
- Courier Crisis
- Destruction Derby 1 & 2
- Felony 11-79
- Formula 1
- Formula 1 '97
- Formula Karts
- Gran Turismo
- Grand Theft Auto
- Jeremy McGrath Super '98
- Jet Rider
- Micro Machines V3
- Monster Trucks
- Motor Head
- Moto Racer
- Need For Speed 1, 2 & 3
- Porsche Challenge
- Rage Racer
- Rally Cross
- Rapid Racers
- Ray Racers
- Ridge Racer
- Ridge Racer Rev
- Road Rash 3D
- San Fran Rush
- Speedster
- Test Drive 4
- Test Drive off Road
- TOCA
- Tommi Makinen Rally
- Total Driving
- VR Powerboat Racing
- V-Rally
- WCW Nitro
- Wing Over
- Wipeout
- Wipeout 2097

SHOOT 'EM UPS
- Alien Trilogy
- Armoured Core
- Auto Destruct
- Bomber Man World
- Colony Wars
- Command & Conquer - 'Red Alert'
- Critical Depth
- Dark Forces
- Diablo
- Die Hard 1, 2 & 3
- Doom
- Ghost in the Shell
- G-Police
- Loaded
- Machine Hunter
- Magic the Gathering
- Mass Destruction
- MDK
- Mech Warrior 2
- N20
- Nuclear Strike
- One
- Ray Storm
- Reboot
- Resident Evil: 1 & 2
- Resident Evil: Directors Cut
- Shadowmaster
- Soviet Strike
- Steel Reign
- Time Crisis
- Twisted Metal 1 & 2
- Vigalante 8
- Warhammer Dark Omen
- Worms
- X-Com: Terror From the Deep
- Xevious 3D
- Z

BEAT 'EM UPS
- Bloody Roar
- Bushido Blade
- Cardinal Syn
- Dead or Alive
- Dynasty Warriors
- Fighting Force
- Mortal Kombat - Sub Zero
- Mortal Kombat - Trilogy
- Mortal Kombat - 4
- Soul Blade
- Nightmare Creatures
- Spawn
- Star Gladiator
- Street Fighter Alpha 1 & 2
- Tekken 1,2 & 3
- Tobal Number 1
- Toshinden 1, 2 & 3
- War Gods
- X-Men: Children of the Atom

PLATFORM GAMES
- Abe's Oddysee
- Bubsy 3D
- Chessy
- Crash Bandicoot 1 & 2
- Croc
- Death Trap Dungeon
- Fade Black
- Final Fantasy VII
- Firo & Klawd
- Frogger
- Gex 3D
- Jumping Flash 2
- Klonoa
- Pandemonium 1 & 2
- Pitfall 3D
- Rascal
- Rayman
- Rosco McQueen
- Skull Monkey
- Spider
- Theme Hospital
- Tombraider 1 & 2
- Treasures of the Deep

SPORTS GAMES
- Actua Soccer 2
- Adidas Power Soccer
- Bust A Move
- Dead Ball Zone
- Fifa '96, '97 & '98
- Jonah Lomu
- Madden NFL '98
- NBA Hangtime
- NBA Jam Extreme
- NBA Live '98
- NFL Gameday '98
- NFL '97
- NHL Face Off
- Three Lions
- Total NBA '97
- Triple Play '98
- Victory Boxing
- V-Tennis
- World Cup '98
- World LeagueSoccer '98

A SIMPLE CALL AND YOU'VE GOT THE CHEAT.

Calls cost 50p per min at all times
Please seek permission of bill payer

Tel: 08901- 202188

Calls cost 50p per min at all times
Please seek permission of bill payer

OVER 75 GAMES NOW AVAILABLE

...also including
Nintendo 64 Cheats & Tips
Mortal Kombat 4, Goldeneye, Banjo Kazooie, Mario, World Cup 98, Turok, Yoshi Story, Diddy Kong Racing, WWF Warzone...Plus Many More

HotLine
PO BOX 50
PL25 5YQ

WILD IMPORTS

TEL-01908 613337 OR 0468 403341 FAX-01908 640162 EMAIL: IMPORTS1@AOL.COM

U.S.A. DVD MOVIES

THE WEDDING SINGER	U.S. MARSHALLS	MR MAGOO
MECURY RISING	LOST IN SPACE	BOOGIE NIGHTS
PRIMARY COLOURS	THE JACKEL	COP LAND
DARK CITY	MERCURY RISING	GODZILLA
ENTER THE DRAGON S.E	MAN IN FROM THE MASK	CITY OF ANGELS
REPLACEMENT KILLERS	SCREAM 2	SPHERE
WAG THE DOG	BLUES BROTHERS 2000	GATTACA

MOVIE POSTERS £CALL
DVD/CD CLEANER £9.99
TEKKEN 3 KEYCHAINS £2.99
MAD KATZ N64 PAD £14.99
FF7 KEYCHAINS £3.99
N64 GAMES FROM £15 CALL FOR DETAILS

U.S DVD PLAYERS

TOSHIBA 2008	£349.99
PANASONIC A110	£399.99
PIONEER 606 (ALL REGION)	£529.99
PIONEER 414 (NEW REGION)	£419.99
ALL REGION DECODING	£BEST PRICE
170" LCD PROJECTORS	£CALL
REPLACEMENT N64 PSU	£19.99
N64 PASSPORT ADAPTER	£19.99

ALL THE LATEST U.K, U.S. & JAP PLAYSTATION & NINTENDO N64 GAMES AVAILABLE AT UNBEATABLE PRICES

CONTRA ADVENTURE	£44.99	WWF WARZONE (US PSX)	£39.99	1080 SNOWBARDING (US)	£49.99
MORTAL KOMBAT 4 (US)	£44.99	R.E. DIRECTORS CUT (DUEL SHOCK)	£24.99	F ZERO X (JAP)	£49.99
RIVAL SCHOOLS (JAP)	£CALL	KARTIA (US)	£44.99	NFL BLITZ (US)	£CALL
TENCHU (US)	£44.99	ROAD RASH 3D (US)	£29.99	NHL BREAKAWAY 98 (US)	£29.99
FINAL FANTASY TACTICS (US)	£39.99	NFL GAMEDAY 99 (US)	£44.99	GEX 64 (US)	£CALL
CAPCOM GENERATIONS (JAP)	£CALL	POCKET FIGHTERS (US)	£39.99	F1 WORLD GRAND PRIX (US)	£CALL
PARASITE EVE (US)	£44.99	ISS 98 (US)	£44.99	TUROK 2 (US)	£CALL
METAL GEAR SOLID (JAP)	£CALL	SPRYO THE DRAGON (US)	£39.99	V64	£CALL

NEXT DAY DELIVERY AVAILABLE ON ALL PRODUCTS　TRANSAX: CHEQUES CLEARED INSTANTLY
NEW SHOP NOW OPEN　OPEN MON-SAT 10AM - 6PM

WILD IMPORTS, 120 HIGH STREET,
NEWPORT, PAGNELL, MK16 8EH

EUROPEAN TECHNOLOGIES

WE MANUFACTURE THE SMART 2 PAL CONVERTOR

Smart 2 NTSC-PAL convertor with R.F lead will play import games in colour on any arieal PAL TV (also available in PAL B)	£15.00
Sony replacement laser unit for old or new model only	£35.00
Playstation decode chip - pre wired with instructions	£5.00

Discounts available for quantities - We will not be beaten

Sony Official Dual Shock Pad	£15.00
Sony Official 1MB Coloured Memory cards	£6.00
240 Block Save Memory Card	£13.50
480 Block Save Memory Card	£19.00
Sega Dreamcast available 21st November	£295.00
Scorpion Light Gun for PS and Saturn	£17.50
Saturn 4 IN 1 Action Replay (4MB + Country Code switching)	£15.00
Saturn Decode I.C	£15.00
Playstation Pro Action Replay Cartridge	£15.00
2.5 Meter Scart R.G.B Cables with Audio Connectors	£3.00
2.5 Meter Scart R.G.B Cables with Audio + Guncom Connectors	£3.50
Nintendo 64 + Pilot Wings (NTSC Version)	£99
OR N64 + CD64	£299.00
Pioneer DV 505 all code DVD players all region built in 240 PSU	£395.00
Gamars VCD Card for Playstation	£67.50

Lots of other products and DVD players available at genuine trade prices.

Trade discounts available on all our products.
No one can beat our prices. We guarantee to under cut anyone.
European Enquiries Welcome.

CALL 0958 901581 OR FAX 01628 629394

E-MAIL EUROTECK@GLOBALNET.CO.UK

EUROPEAN TECHNOLOGIES,PO BOX 1103,SLOUGH PDO,SL2 2YS

W.K. ENTERTAINMENT DIRECT

THE NUMBER ONE MAIL ORDER GAMES SPECIALISTS
ORDER HOTLINE: 01246 813131
ONE OF THE LARGEST PLAYSTATION CENTRES IN THE U.K.
WEB PAGE COMING SOON AT www.wkedirect.co.uk

MASSIVE!

NEW PLAYSTATION

TEKKEN 3	39.99
WWF WARZONE	32.99
COLIN MCRAE RALLY	32.99
PREMIERE MANAGER 98	29.99
POINT BLANK	29.99
POINT BLANK + G-CON 45	49.99
RESIDENT EVIL 2	32.99
GRAN TURISMO	32.99
R-TYPES	34.99
FLUID	26.99
NINJA	34.99
RESIDENT EVIL (DUAL SHOCK)	18.99
TOCA TOURING CARS 2	CALL
VICTORY BOXING 2	34.99
X-FILES	PRE-ORDER
V-RALLY	18.99
BREATH OF FIRE 2	34.99
AZURE DREAMS	32.99
THE 5TH ELEMENT	CALL
DUKE-NUKEM - TIME TO KILL	39.99

USED PLAYSTATION

GRAN TURISMO	29.99
COLIN McRAE RALLY	29.99
TOMMI MAKKINEN RALLY	14.99
RESIDENT EVIL 2	29.99
PREMIERE MANAGER 98	26.99
RIVEN	29.99
ALUNDRA	29.99
WARGAMES	29.99
HEART OF DARKNESS	29.99
WCW INTRO	26.99
POY POY	24.99
FORSAKEN	26.99
ARMOURED CORE	26.99
NEEE FOR SPEED 3	22.99
FIFA WORLD CUP 98	22.99
NBA LIVE 98	22.99
NHL 98	22.99
CRIME KILLER	26.99
MEN IN BLACK	24.99
FINAL FANTASY 7	22.99
DISCWORLD 2	22.99

CONSOLE SPECIALS

PLAYSTATION inc (DUAL SHOCK PAD)	94.99
NINTENDO 64 CONSOLE FROM	69.99
SATURN CONSOLE (inc one game) FROM	49.99

ROSCO McQUEEN	14.99
KURUSHI	14.99
TWISTED METAL 2	14.99
GEX 3D	19.99
ODDWORLD	18.99
DUKE NUKEM	18.99
GTA LIMITED EDITION	29.99

WE DELIVER FAST!

SEGA SATURN USED GAMES FROM ONLY £4.99. MASSIVE CHOICE OF TITLES SOLD AT LOW LOW PRICES! PLEASE PHONE FOR DETAILS.

POSSIBLY THE U.K.'S BIGGEST CHOICE OF NEW AND USED GAMES AND ACCESSORIES. SPECIAL OFFERS EVERY WEEK, PHONE HOTLINE FOR DETAILS. NO MEMBERSHIP FEE, NO GIMMICKS, JUST TOP QUALITY GAMES AT ROCK BOTTOM PRICES. ALSO IN STOCK A WIDE RANGE OF USED SATURN, MEGADRIVE, SNES AND NEW AND USED GAMEBOY GAMES AND CONSOLES. CALL THE MAIL ORDER SPECIALISTS FOR MORE DETAILS!

F1 WORLD GP

£34.99

WWF WARZONE

£43.99

1080 SNOWBOARDING

£46.99

RANGE OF NEW AND USED N64 AND PLAYSTATION TITLES IN STOCK!

NEW NINTENDO 64

WIPEOUT 64	PRE-ORDER
BODY HARVEST	PRE-ORDER
SUPERSTAR SOCCER 98	34.99
BANJO AND KAZOOIE	39.99
WWF WARZONE	43.99
GT CLUB 64	39.99
1080 SNOWBOARDING	46.99
WETRIX	32.99
MYSTICAL NINJA	43.99
MORTAL KOMBAT 4	PRE-ORDER
MISSION IMPOSSIBLE	34.99
FI WORLD G.P	34.99
GOLDENEYE	39.99
FORSAKEN	42.99
BUST A MOVE 2	32.99
YOSHIS STORY	39.99

****IMPORTS****

MISSION IMPOSSIBLE (US VERSION)	46.99
F-ZERO (JAP VERSION)	49.99
QUEST (US VERSION)	48.99

PASSPORT IMPORT GAMES CONVERTER
PLAY IMPORT GAMES ON YOUR UK N64
NOW ONLY 22.99

USED NINTENDO 64

YOSHI'S STORY	34.99
MYSTICAL NINJA	39.99
FIGHTERS DESTINY	34.99
WCW VS NWO	36.99
AERO FIGHTERS ASSAULT	29.99
TETRISPHERE	26.99
QUAKE	36.99
NHL BREAKAWAY	32.99
MARIO 64	24.99
MARIO KART 64	24.99
DIDDY KONG RACING	24.99
BOMBERMAN WORLD	29.99
TOP GEAR RALLY	32.99
EXTREME G	19.99
WAVERACE	24.99
DOOM	24.99
TUROK	24.99
BLAST CORPS	24.99
MACE	29.99

ALL GAMES AND PRICES SUBJECT TO AVAILABILITY. PLEASE CALL FOR DETAILS

TEKKEN 3

£39.99

ISS 98

PSX - 32.99
N6 - 34.99

COLIN MCRAE

£32.99

DREAMCAST

ORDER NOW!

computer
and
video
games

SEGA RALLY 2

coming to Dreamcast

Sega have confirmed *Sega Rally 2* for Dreamcast. It's just one of an amazing line-up of games which you can read all about, starting on PAGE 78!

© Sega

NEW AGE CONSOLES

0181 654-3130/0181 654-9902

• PSX

PSX UNIVERSAL	£115.00
PSX CHIP	£8.00
METAL GEAR SOLID (U.S)	£48.00
PARASITE EVE (U.S)	£45.00

• N64

N64 IMPORT MACHINE	£110.00
N64 CD ADD ON	£230.00
TUROK 2 (U.S)	£55.00
CASTLEVANIA	£CALL

• SEGA

DREAMCAST......£25.00 DEPOSIT
(£300 GUARANTEED, IN WRITING)

SEND CHEQUES OR POSTAL ORDERS TO:
86 ASHBURTON AVENUE,
CROYDON,
SURREY CR0 7JF

VISIT NEW SHOP OPENING MID OCTOBER
283 HIGH STREET - CROYDON

Interesting Devices

CONVERT YOUR PLAYSTATION TO RUN UK, US, JAP, CDR CDS

Conversions from £15 DIY kits - £5 each for single kit, as little as £1 each for qtys

Make your own Mod chips. PIC2PIC MOD Chip programmer. No PC required, Simple one push operation only £60

Playstation

RGB Scart Leads	£5
Action Replay Pro	£20
Memory Cards from	£11
Double Shock Control Pad	£18

DVD Players

Panasonic A110	£350
Panasonic A310	£440

Both players are region 1+2 with Macrovision disable option via remote control

Nintendo 64

Action Replay Pro	£49
Memory Cards from	£14
Z64	£299
Shock Wave	£24

Special Offer 120 slot Playstation Memory Card £13

Many more products on our Home Page. Some TO HOT to give details here

Please Note: We DO NOT sell pirate games DO NOT even ask

Interesting Devices
24 The Crescent
Keresley End
Coventry, CV7 8JT

Web Pages
http://www.interesting.devices.com
http://www.z64.co.uk
http://www.dvd-world.co.uk

Phone
01203 339805
Fax
01203 339804

FANTASY WORLD

Fantasy World · Another World

10 MARKET SQUARE ARCADE, HANLEY, STOKE ON TRENT ST1 1NU

IMPORT AND UK MAIL ORDER
YOU CAN VISIT US AT THE ABOVE ADDRESS

TEL: 0498 897770 / 01782 279294

PLAYSTATION
- METAL GEAR SOLID (USA)
- PARASITE EVE (USA)
- YAKATA NIGHTMARE PROJECT
- CHOCOBO DUNGEON 2
- ERHGEIZ
- BEATMANIA
- GENSO SUIKODEN 2
- FINAL FANTASY VIII
- STAR OCEAN SECOND STORY
- KARTIA
- GUNBARL (POINTBLANK 2)
- CAPCOM GENERATIONS VOL 1-4
- DESTREGA

SEGA SATURN
- STRIKERS 1945 PT II
- MARVELS VS STREETFIGHTER
- BLACK MATRIX
- CAPCOM GENERATIONS - VOL 1 1942/43
- CAPCOM GENERATIONS VOL 2
- GHOULS & GHOSTS
- CAPCOM GENERATIONS
- COL 3 SONSON • VULGUS
- KING OF FIGHTERS COLLECTION
- RADIANT SILVERGUN
- COTTON BOOMERANG

NINTENDO 64
- OCARINA OF THE ZELDA
- F. ZERO X
- DEZAEMON 3D SHOOTING
- CONKERS QUEST
- TUROK 2
- CASTLEVANIA
- POCKET MONSTER STADIUM
- BODY HARVEST
- ROGUE SQUADRON
- TONIC TROUBLE
- INT. SUPER SOCCER 98

DREAMCAST
SONIC ADVENTURE / VIRTUA FIGHTER /
SEGA RALLY 2 / SONIC ADVENTURE
PRE-ORDERS NOW ACCEPTED FOR JAPANESE RELEASE

GAME MUSIC
SAGA FRONTIER, PARASITE EVE,
TEKKEN 3, BRAVE FENCER,
FINAL FANTASY TACTICS

IN STOCK NOW!
NEOGEO POCKET PLUS 8 GAMES.
NINTENDO COLOUR GAMEBOY
PLUS 4 NEW GAMES

WE STOCK: JAPANESE WALLSCROLLS, ACTION FIGURES, GAME MUSIC, KEYCHAINS

WE NOW HAVE A CATALOGUE AVAILABLE FOR GAME AND DVD. SEND A5 SAE ENVELOPE

WE ALSO TRADE AS 'ANOTHER WORLD' AT:
NOTTINGHAM: 11 MARKET ST Tel. 0115 948 4122
DERBY: 42-43 CASTLEFIELDS MAINCENTRE Tel. 01332 206606
LEICESTER: 23 SILVER ST Tel. 0116 251 5266
WOLVERHAMPTON: 23 VICTORIA ST Tel. 01902 7171440

Thousands of new and used games in stock -
Ask for Colin Dimond on all import queries

OAKLAND CONSOLES

IMPORT SOFTWARE SPECIALIST

YOUR DREAMCAST AT A COST PRICE
+ YOUR FIRST 5 TITLES TOO!!
(NO WE'RE NOT KIDDING YOU!!)

When you join our Dreamcast Central Club, you can buy all your titles at a discount of 20% off the average price. Assuming that it is £65, your buy price will be just £52 - whether you're buying in our shop or mail order - and that discount applies to your peripherals too! Assuming you buy just 8 titles a year, you'll save over a £100! Additionally, everyone who joins up will be entitled to a free conversion as and when it becomes useful! Furthermore, you also qualify for our 'try-before-you-buy' scheme which means you need never pay for a game you don't really want!!

Crazy aren't we? You see, we've listened to the criticisms traditionally levelled at Importers about high prices, poor returns, and no financial regard for regular customers, and this represents our first real chance to try and give you what you want, the way you want it. We hope you'll back us up, because together we can wave goodbye to the bad old days - if you really want to.

Now for the downside. You have to register your interest, by joining our club, by Oct 30th at the very latest. This is due to our supplier being unable to hold the order book open after this time, and we apologise if this causes you any inconvenience. However, the good news is that you'll not have to pay us a single penny on your order until we know it's going to be fulfiled.

So, if a cost-price Dreamcast, cost-price on your first five titles, a free conversion, the right to try-before-you-buy AND that permanent discount sounds good, give us a call on the number below for further details. Incidentally, your membership entitles you to the same deals on your N64, PSX and Saturn purchases too - at no extra cost!!

THERE'S NO PRICE ON THE PAGE BECAUSE WE WANT YOU TO CALL!!

THIS MONTH'S NEW RELEASES ACROSS ALL FORMATS

Dreamcast: SEVENTH CROSS, VIRTUA FIGHTER 3, SONIC ADVENTURE, PEN PEN TRIASON, SEGA RALLY 2 - ALL DAY OF RELEASE

NINTENDO64: SEVENTH CROSS, VIRTUA FIGHTER 3, SONIC ADVENTURE, PEN PEN TRIASON, SEGA RALLY 2 - ALL DAY OF RELEASE

PlayStation: MYSTIC MIND, MGS (USA), THRILL KILL, TALES OF DESTINY, KAZANOOKA PARK, DEVIL DICE...AND MORE!

SEGA SATURN: MARVEL vs SF, KoF COLLECTION, CAPCOM VOLS 2-4, ASTRA SUPERSTARS ...AND MORE!

WHY NOT VISIT OUR NEW SHOP? WE ROUTINELY CARRY 100'S OF THE BEST TITLES IN STOCK.
225 NEW CASTLE STREET, STOKE ON TRENT ST6 3QW • PARKING AVAILABLE AROUND THE BACK.
OPENING HOURS: 10AM - 6PM MON-SAT • 12-6PM MOST SUNDAYS - MAIL ORDER 10AM-10PM 7 DAYS

TEL: 01782 857624
E MAIL US AT : OAKLAND@NETCOMUK.CO.UK
IRELAND: CALL CRAIG ON 01232 713366

THE NEW NAME FOR ENTERTAINMENT IN THE NORTH

MAX GAMES

UNIT 52/6, CHEL BUSINESS CENTRE, 26 ROUNDHAY ROAD, LEEDS LS7 1AB
SPECIALISTS IN UK AND IMPORT CONSOLES, GAMES, MERCHANDISE, MOVIES

TEL: 0800 3892102 • FAX: 01132 440313

PHONE FOR THE REST THEN COME TO THE BEST FOR THE LOWEST PRICES AROUND

WE WILL BEAT ANY PRICE

A SAMPLE OF OUR PRICES IS SHOWN BELOW - IF YOU'VE SEEN CHEAPER, PHONE US

PLAYSTATION

BRAVE FENCER (JAP)..£52.99
CAPCOM GENERATIONS (JAP)...£CALL
COLIN MCRAE RALLY (UK)...£36.99
CONTRA ADVENTURE (US)...£49.99
FIFTH ELEMENT (UK)...£CALL
GUNBARL (JAP)...£42.99
ISS 98 (UK)...£CALL
KARTIA (JAP)...£49.99
METAL GEAR SOLID (JAP)...£51.99
NINJA (UK)...£CALL
AS ABOVE, LTD EDITION...£CALL
PARASITE EVE (USA)...£50.99
RESIDENT EVIL 2 (UK)...£32.99
TEKKEN 3 (UK)...£38.99
TENCHU (US) ...£58.99
VIGILANTE 8 (UK)...£30.99
WWF WARZONE (UK)...£32.99
XMEN VS STREETFIGHTER (UK)...£CALL

NINTENDO 64

1080 SNOWBOARDING (UK)...£42.99
BANJO-KAZOOIE (UK)...£38.99
BODY HARVEST (UK)...£CALL
F1 WORLD GP (UK)...£34.99
F-ZERO (JAP)...£49.99
FORSAKEN (UK)...£42.99
GEX 64 (US)...£42.99
ISS 98 (UK)...£34.99
LYLAT WARS + RUMBLE PAK (UK) ...£44.99
MISSION IMPOSSIBLE (USA)...£44.99
MYSTICAL NINJA (UK)...£39.99
NASCAR 99 (US)...£52.99
POCKET MONSTER STADIUM (USA)...£CALL
QUEST (USA)...£37.99
STARSOLDIER (USA)...£CALL
TUROK 2 (JAP)...£CALL
WIPEOUT 64 (UK)...£CALL
WWF WARZONE (UK)...£42.99

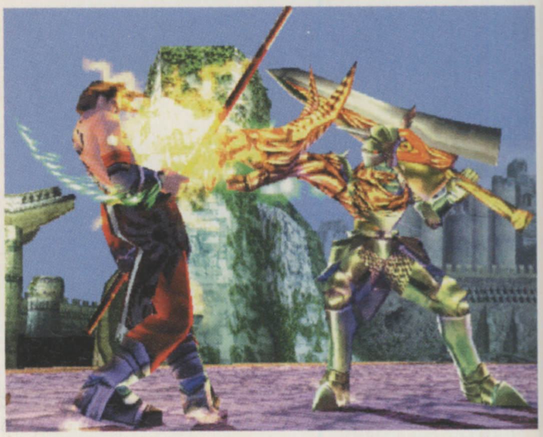
SEGA DREAMCAST DETAILS AVAILABLE - PLAYSTATIONS CHIPPED TO RUN IMPORTS

IMPORTED DVD/VCD MOVIES AND MERCHANDISE AVAILABLE

CALL FREE ON 0800 3892102
OR VISIT OUR PREMISES IN LEEDS

ALL MAJOR CREDIT CARDS WELCOMED

ARCADE



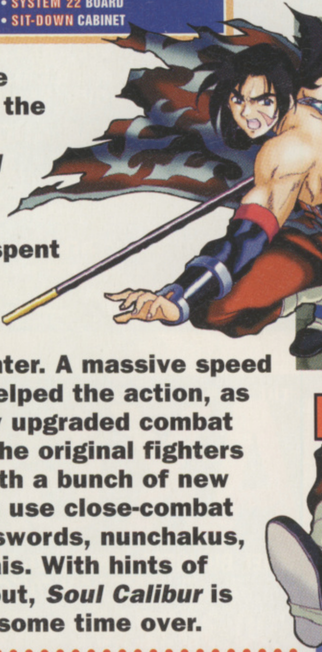
Nightmare fights with the legendary Soul Edge.

Namco's *Soul Edge* follow-up is gobbling coins in arcades all around the world at the moment. Here's why...

SOUL CALIBUR

3D FIGHTING GAME | **BY NAMCO**
OUT NOW | **1-2 PLAYERS**

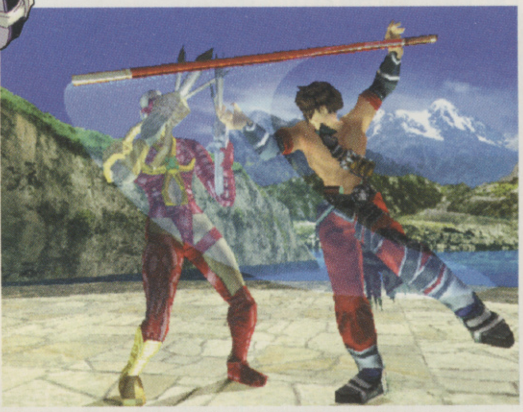
- NO OTHER VERSION PLANNED
- DISTRIBUTED BY NAMCO
- SYSTEM 22 BOARD
- SIT-DOWN CABINET



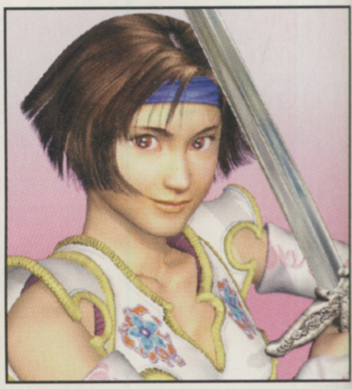
Because of the popularity of the PlayStation conversion of *Soul Edge* (known as *Soul Blade* in the UK), Namco have spent a lot of time developing *Soul Calibur* as a top-quality arcade fighter. A massive speed boost has really helped the action, as has a considerably upgraded combat system. Some of the original fighters are back, along with a bunch of new faces, all of whom use close-combat weapons such as swords, nunchakus, battle axes and sais. With hints of *Tekken 3* throughout, *Soul Calibur* is well worth taking some time over.

SELECT-A-SOUL

There are 10 regular characters in *Soul Calibur* – Voldo, Sophitia, Mitsurugi, and Taki from the first game, plus all-new fighters Ivy, Kilik, Xianghua, Maxi, Nightmare and Astaroth. A few of the new fighters play a bit like some of the missing original characters (Maxi uses his nunchakus like Li Long, while Astaroth has a gigantic battle axe similar to Rock's). There are a few secret time-release characters too, including the original game's Hwang and even *Tekken*'s own space ninja Yoshimitsu!



Here's new boy Kilik with his deadly red rod.



This is the lovely Xianghua, a 16-year-old sword-handling expert.

GO YOUR OWN WAY

Soul Edge was one of the first fighting games that gave players the ability to move in and out of the screen during fights. *Soul Calibur* has a system known as the "8 Way Run" which makes the battles a lot more open than before. You can use this system to sprint anywhere in the arena you want, even unleashing impressive attacks as you go. Because the stages are all different shapes and sizes, the 8 Way Run is very handy for luring the enemy into tricky situations, and it makes it possible to escape and buy yourself some recovery time.

EXPLICIT MUSIC WITH
ATTITUDE
EVERY WEDNESDAY

Metallica, The Prodigy, Green Day,
Red Hot Chili Peppers, Sepultura,
Nirvana, Korn, Marilyn Manson,
Nine Inch Nails, Coal Chamber,
Foo Fighters, Deftones, Bush,
Fear Factory, Reef, Skunk Anansie,
The Smashing Pumpkins...

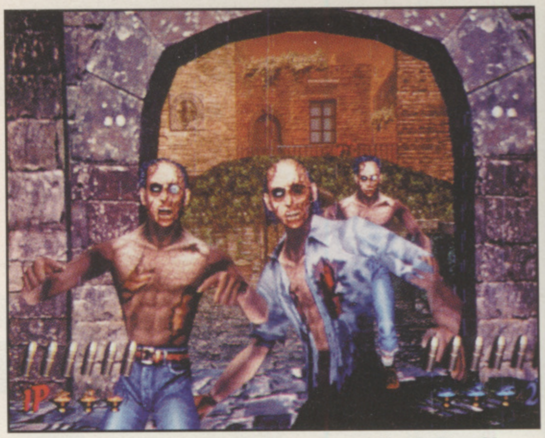
KERRANG!
The loudest magazine on the planet

Your weekly fix of news, reviews, interviews & cool poster action, only £1.55

Come and have a go if you think you're hard enough...

ARCADE

TWO NEW UNDEAD TITLES FROM SEGA'S AM1



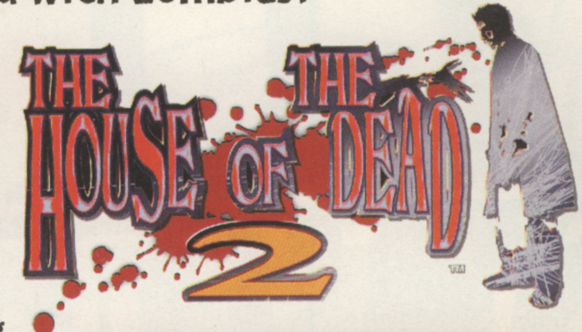
When zombies get hit, chunks of flesh fly off them. When they hit the deck, they disolve.

Here are the first two games to run on Sega's Dreamcast-based Naomi arcade board, and they're both infested with zombies!

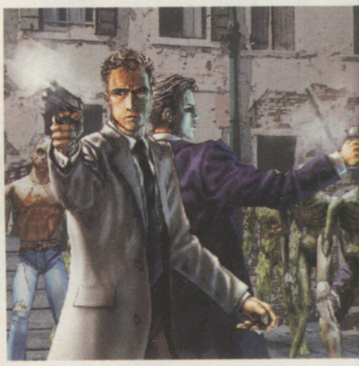
GUN GAME	BY AM1
SPRING RELEASE	1-2 PLAYERS

- DREAMCAST VERSION RUMOURED
- DISTRIBUTED BY DEITH LEISURE
- NAOMI BOARD
- MEGALO 50 CABINET

THE HOUSE OF THE DEAD 2

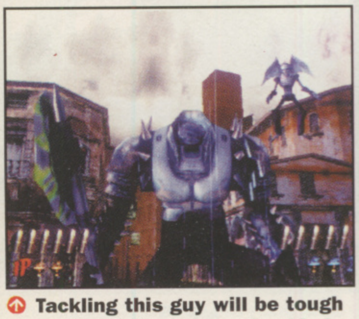


The first *House Of The Dead* was arguably the best arcade shooting game since the original *Virtua Cop*, and the sequel looks as though it should be even better. Not all that much is known about the game yet, but the early version shown at the recent JAMMA arcade show in Japan blew everyone away! It's the first game to use Sega's new Naomi arcade board (basically a cabinet with a Dreamcast inside) and shows just how powerful the system is. For now, look at these early screenshots and get ready for a big update nearer the game's release.



OUR SAVIOURS!

In the original Model 2 arcade game, Thomas Logan and G had to work their way through a massive mansion after the twisted Dr Curien. In *House Of The Dead 2* the situation is a lot more serious – the zombies have taken over the whole town! There are four major characters, two of which are playable from the start, though we're still not 100% sure that the original heroes are back to save the day again.



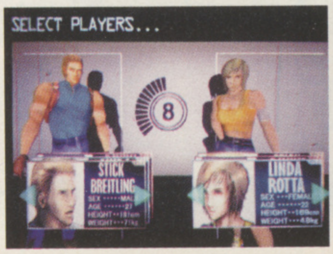
Tackling this guy will be tough since his buddy is covering him!

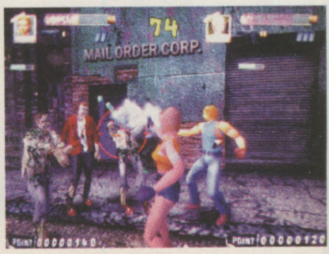
* * *

COMBAT GAME	BY AM1
SPRING RELEASE	1-2 PLAYERS

- DREAMCAST VERSION RUMOURED
- DISTRIBUTED BY DEITH LEISURE
- NAOMI BOARD
- STAND-UP CABINET

BLOOD BULLET

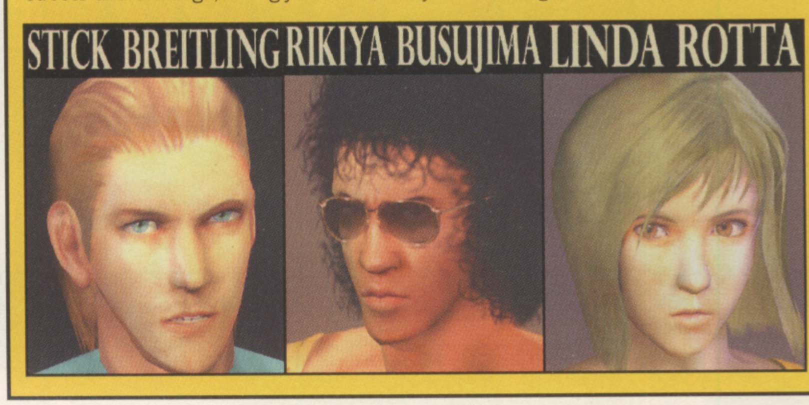




As well as a *House Of The Dead* sequel, AM1 are working on *Blood Bullet*, a *House Of The Dead* Side Story. The story goes that the military has been conducting experiments to create an army of undead warriors, and a terrible accident has meant that they've escaped and you need to take them all down. The game itself is a cross between a sideways-scrolling fighting game and a Role Playing Game, in that there are multiple storylines to follow as well as loads of ass to kick. For extra variety all the characters are able to fight either with their bare hands and feet, with proper weapons, or even with bits and pieces of scenery along the lines of Sega's *Die Hard Arcade*. This could be a LOT of fun!

THE SUPER FLY CREW

There are three main characters in *Blood Bullet*, each with their own characteristics and attacks. The brilliantly-named Stick Breitling, Linda Rotta and Rikiya Busujima have to battle through the streets and buildings, taking just about everything to pieces with whatever comes to hand. On top of scrapping, there are various tasks to complete, such as finding items and taking them to certain areas, operating machinery and talking to other characters. Sounds good to us!



Brings back memories of the great *StreetS Of Rage* games. Choose your buddy, then kick criminal ass!

ZOLA
CHELSEA SUPERSTAR TALKS TO SPORTED!
TIM HENMAN
THE BEST OF BRITISH FOR WIMBLEDON!
PRINCE NASEEM
"NOBODY WILL STOP THE FORCE OF THE PRINCE!"
DAMON HILL
MICHAEL JORDAN
LES FERDINAND
MIKE TYSON
"I WON'T QUIT, I'LL BE BACK!"
CHICAGO BULLS
DAVID JAMES
THE SECRET LIFE OF LIVERPOOL'S STAR!

SPORTED!
the flashest
sports magazine out!

ONLY £1

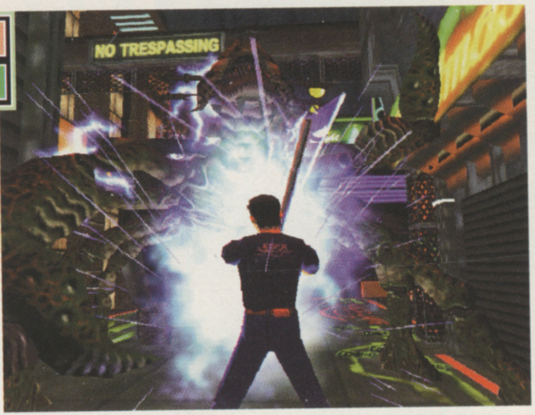
ON SALE EVERY TWO WEEKS

70% COMPLETE
Dreamcast
ADVENTURE GAME
BY CLIMAX
DEC RELEASE
1 PLAYER

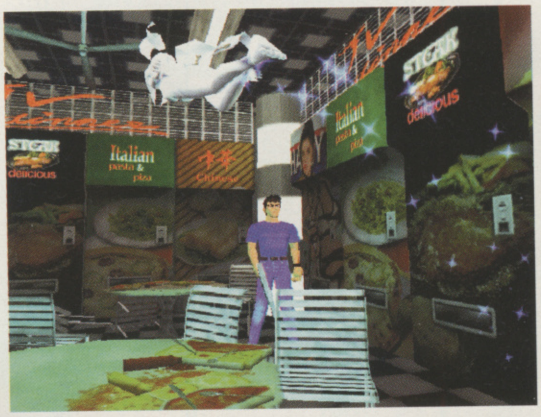
BLUE STINGER

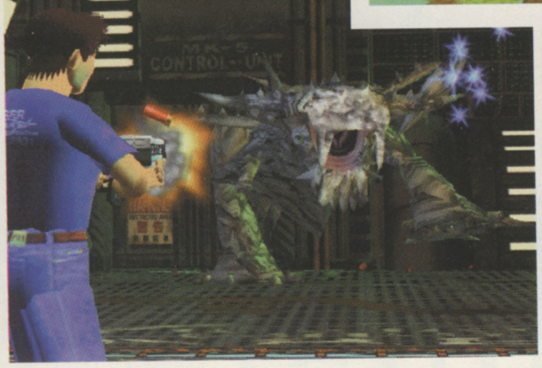
Climax, the RPG experts who made *Landstalker* and *Dark Savior*, as well as original racer *Felony 11-79* have revealed their first Dreamcast project.

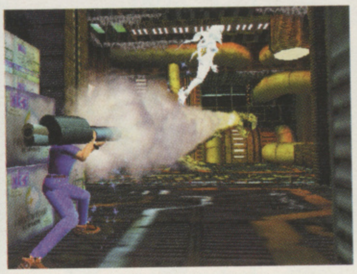
Blue Stinger is an adventure game on the lines of *Resident Evil*, only in complete 3D. The storyline is very important and has been done by Hollywood writer Pete Von Sholly, who has previously worked on things like *Fist of The North Star* (the live-action one) and The *Shawshank Redemption*. Because of mysterious secret tests carried out in the near future you'll come across plenty of hideous monsters created by Robert Short, make-up man on the movie *Beetlejuice* and creature designer for countless horror movies. We don't need to tell you how good the graphics are – you can tell for yourself just by looking at these incredible genuine Dreamcast screenshots!



Will you look at that? Just look at it! Phwoar...







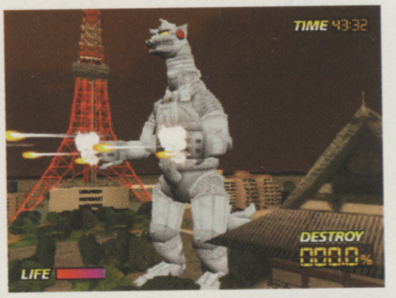
You can expect to get your hands on some massive weaponry during the course of the game.

60% COMPLETE
Dreamcast
DESTRUCTION GAME
BY GENERAL ENTERTAINMENT
DEC RELEASE
1 PLAYER

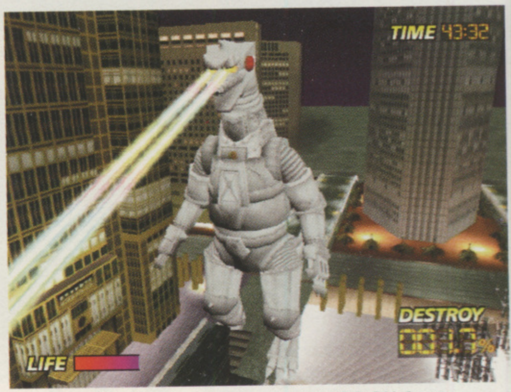
GODZILLA GENERATIONS

More pictures of Sega's *Godzilla* game have been released showing more incarnations of the famous monster.

As well as the original "man in a rubber suit" version, the "man in a shiny suit" Mecha-Godzilla and the "not a man at all" 1998 movie versions are known to be in there. One thing Sega are keen to point out is that all of the levels in the game are based on real Japanese locations, such as downtown Tokyo. As you can tell from the screenshots, the detail of the cities is very impressive and the simple idea of destroying everything sounds like excellent fun. More soon.



There's even a "Sany" building in Tokyo for you find and destroy. Just who could that be based on? Hmm.



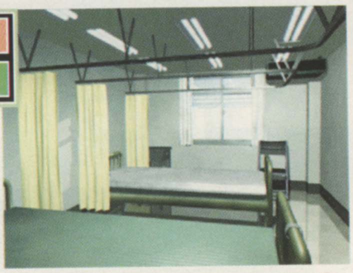
Now *this* looks like fun! Only 98.3% to go.

70% COMPLETE
Dreamcast
ADVENTURE GAME
BY FORTY FIVE
1999 RELEASE
1 PLAYER

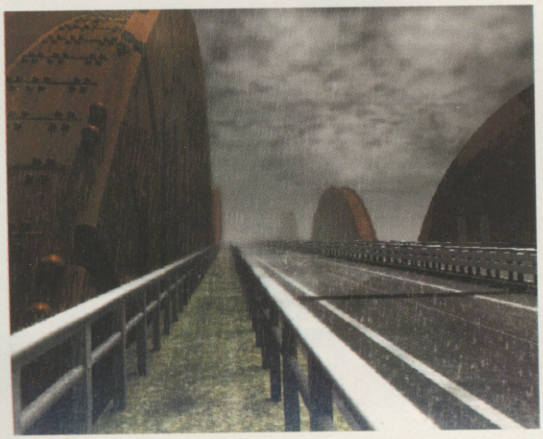
JULY

Not too much is known about the mysterious *July* at the moment, but it certainly sounds interesting.

The game's storyline is based loosely on the prophesies of Nostradamus, and is set in 1999. A new type of human is being born, one which takes over the bodies of other humans in order to reproduce. You play as Joshua, a regular human with a few unusual traits caused by a "new" human called Gene. The game is a full-on adventure which will feature lots of Japanese text and speech, and an English translation isn't looking too likely at the moment. Still, we'll let you know what it's like nearer release.



Expect some real excitement in this lovely hospital ward.



You'll have to guess what this is about yourself. We known nothing.

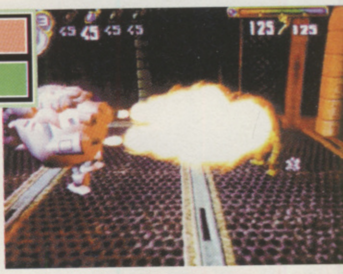
50% COMPLETE
Dreamcast
RPG
BY BIRTHDAY
1999 RELEASE
1 PLAYER

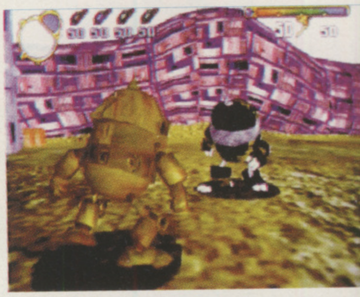
ELEMENTAL GIMMIK GEAR

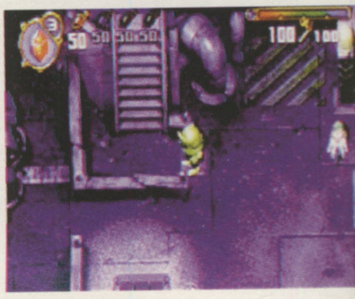
A Role Playing Game mixing impressive 3D battles with detailed hand-drawn 2D adventure sections. Sounds interesting.

EGG is set on a distant planet where archaeologists have recently uncovered a mysterious device with a man sleeping inside. After studying this device, they build their own versions, eventually mass-producing it as an everyday vehicle – the Elemental Gimmik Gear. A hundred years later, giant earthquakes shake the city and giant tentacles spread out of the ruins and start attacking nearby villages. The man inside the device wakes up having lost his memory, and sets out to find out what's been going on.

The story sounds good enough, and the pictures make the game look great too. More on *EGG* soon!



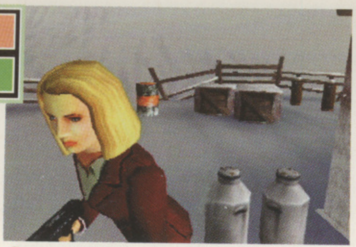




80% COMPLETE
Dreamcast.

ADVENTURE GAME | **BY WARP**
DEC RELEASE | **1 PLAYER**

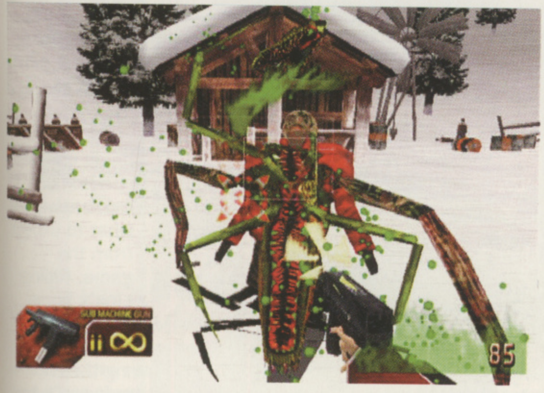
D2



The Laura Parton character model is intricately detailed.

The very first Dreamcast game to be revealed is coming on nicely, as these impressive screenshots show.

The lighting effects are particularly good, as you can tell from the sunset scenes filled with a beautiful orange glow. Laura Parton, the main character, can go anywhere in the large game area she wants, and there are various vehicles around for her to take advantage of. These pictures also show some of the enemies Laura will encounter, as well as the way the firing system works. As you can see, the view zooms into Laura's eyes for a first-person view along the lines of *Goldeneye* on Nintendo 64. *D2* should be a big one.

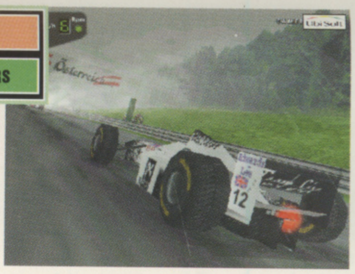


It looks as though these mutant creatures burst from the chests of human host bodies, a bit like in Alien. It's disgusting, but we like it! We just hope that Warp's *D2* is as good as it looks.

60% COMPLETE
Dreamcast.

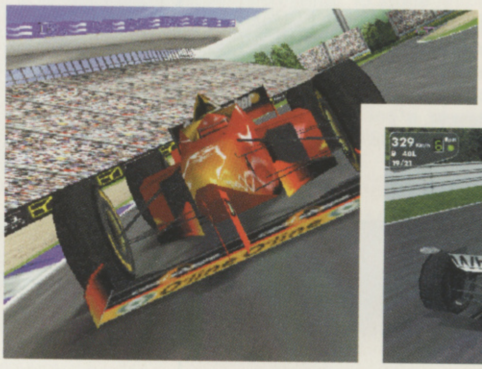
RACING GAME | **BY UBISOFT**
1999 RELEASE | **1-4 PLAYERS**

MONACO GRAND PRIX RACING SIMULATION



The sequel to UbiSoft's *Grand Prix Racing Simulation* is coming to Dreamcast as well as PC CD-ROM.

The PC version will be available before Christmas, and really shows how good PC games can look with the aid of impressive graphics cards. The detail on the cars themselves is quite remarkable, with accurate models which reflect the light brilliantly. UbiSoft have translated an early version of the PC game onto Dreamcast, and should have a fully-enhanced version ready for release before too long.



The detail on the cars is quite amazing. It's good fun to play, too.

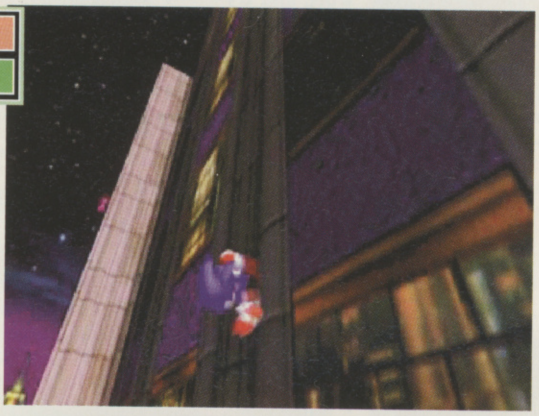
90% COMPLETE
Dreamcast.

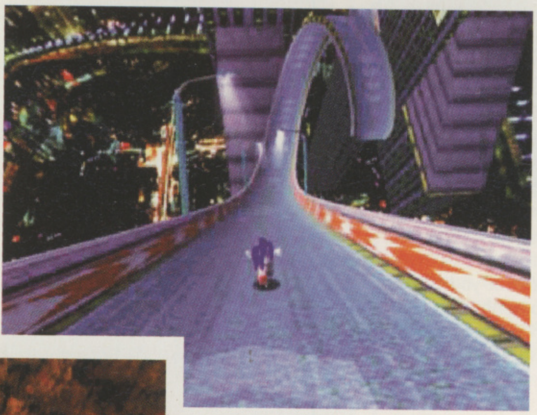
PLATFORM GAME | **BY SONIC TEAM**
NOV RELEASE | **1 PLAYER**

SONIC ADVENTURE

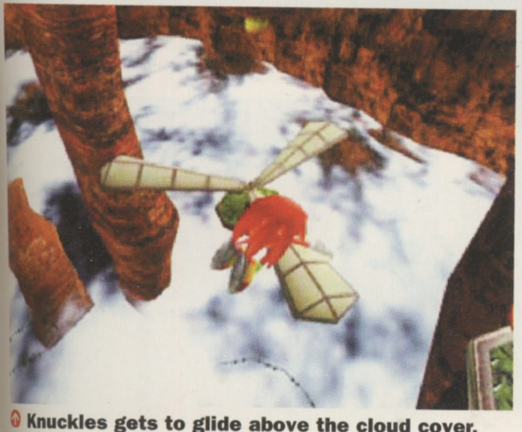
After last month's pictures and details of the Japanese revealing of *Sonic Adventure*, the CVG team has had a proper close-up look at a demo version of the game.

These screenshots show the three stages which we saw in full. Some of the graphical effects are truly amazing, and the size of some stages will blow you away. Check out the pictures, then imagine the game moving around perfectly smoothly – everything looks so solid it's hard to believe it's a video game. The music is also worth mentioning, as it sticks to the traditional *Sonic* style only with a great rockin' feel to it. Expect a full playtest of the awesome *Sonic Adventure* in next month's issue!

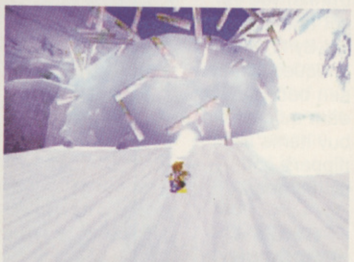




Speed Highway – Sonic gets up to insane speeds on this level.



Knuckles gets to glide above the cloud cover.



As the giant snowball follows you downhill it takes out fences and other scenery, getting bigger all the time! Tension all the way.

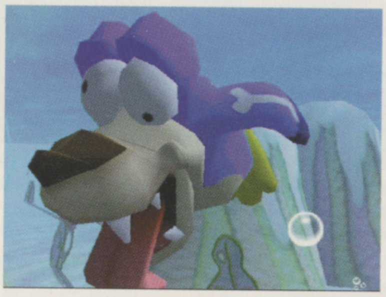
90% COMPLETE
Dreamcast.

SPORTS GAME | **BY GENERAL ENTERTAINMENT**
NOV RELEASE | **1-4 PLAYERS**

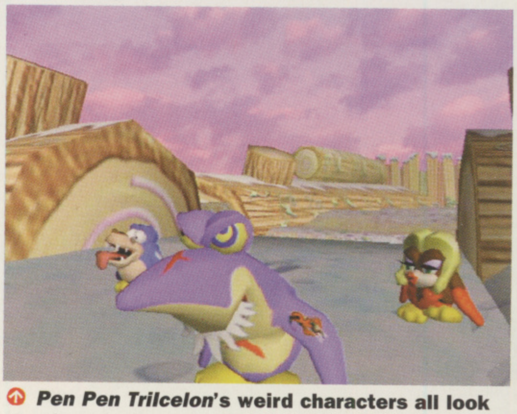
PEN PEN TRIICELON

Now confirmed as one of the Japanese Dreamcast launch games, more information is coming out about the wacky racer, *Pen Pen Trilcelon*.

It's set on the distant Iced Planet, where the crazy Pen Pens are holding races in three events – running, swimming and sliding. The characters all look great, if a little unusual, and each has their own racing style and areas of expertise. *Pen Pen* is likely to be the first Dreamcast game for big groups of people, and may turn out to be a bit of a party hit!



The high resolution of the graphics means that it's hard to believe these are genuinely in-game pictures.



***Pen Pen Trilcelon*'s weird characters all look great, and will no doubt be well animated too.**

85% COMPLETE
PlayStation | PC CD ROM
ACTION/-ADVENTURE | BY CORE DESIGN
NOV RELEASE | 1 PLAYER

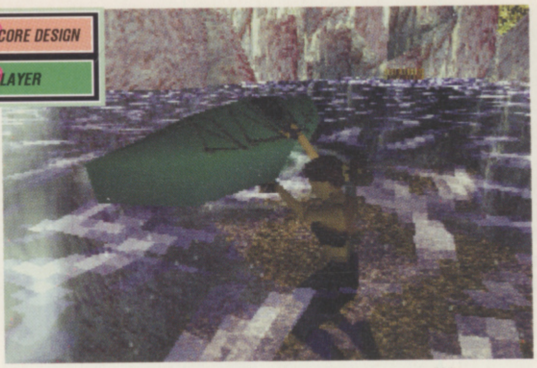
TOMB RAIDER 3

Another month, and more progress is made on the latest Lara adventure. This month sees the new costumes making an appearance, as Lara puts on the outfits to suit the occasions.

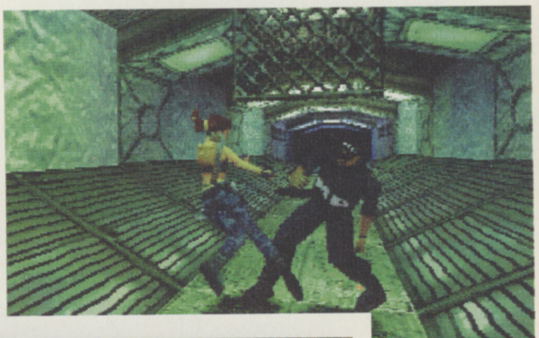
We got our hands on an entire Area 51 level, which features lots of new hazards to negotiate. There are infrared trip wires (or are they lasers?) everywhere, plus machine-gun mounted motion detectors.

More gameplay details have been revealed, along with the first shots of a new vehicle – it's a canoe, and all we see is Lara about to get into it.

Plus there are lots of new shots showing off the dramatic lighting, and enemies in all the levels. It's only a month away now!

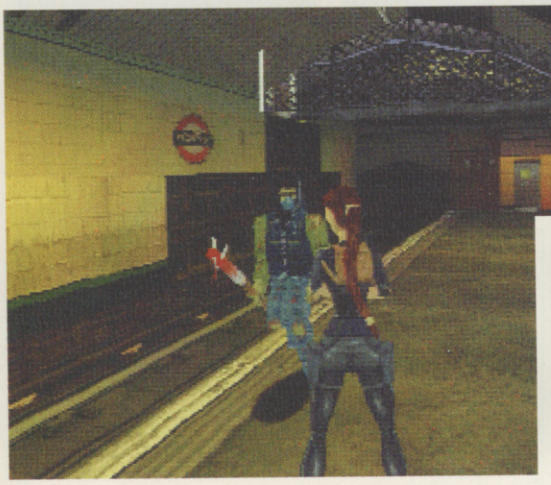


↑ That's a canoe, and she's going to use it!

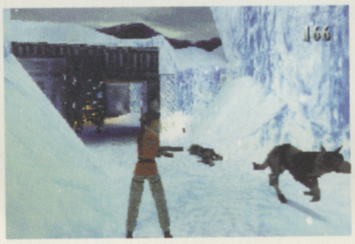


↑ Area 51, and the MPs can't resist dancing with Lara.

↓ Lahndan Tahn Underground.



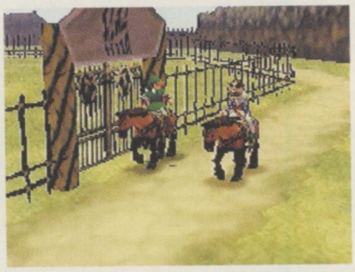
↓ Boom! Cry wolf, and try not to hurry!

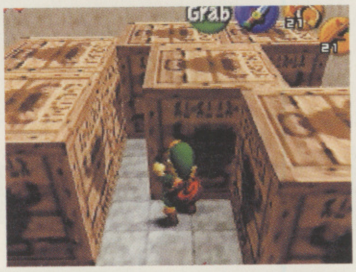


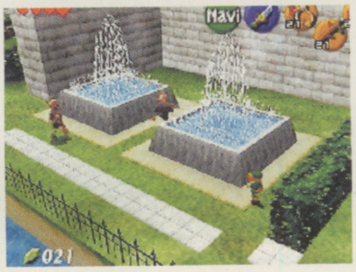
99.9% COMPLETE
NINTENDO 64
RPG | BY NINTENDO
DEC RELEASE | 1 PLAYER

LEGEND OF ZELDA: OCARINA OF TIME

There are only two months to wait until the official UK release of "the big one" according to THE Games. We're still sceptical, but to prove it, there were quite a few English language versions of the game at ECTS. As with *Castlevania*, people packed around the screens to see it (even if the interior of Nintendo's stand was cramped). As usual, this month sees more new screenshots being unveiled and some more news on what to expect from the game. Riding Link's horse, Epona, is as simple as holding the B button. Depending on how many carrots are displayed, Link can whip the horse to go faster. The horse is vital for travelling between towns, as the distances that separate them are huge.







* * *

90% COMPLETE
PlayStation
AQUATIC ADVENTURE | BY KONAMI
? RELEASE | 1-PLAYER

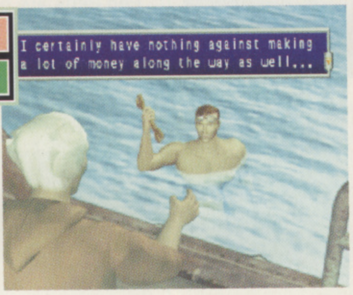
DEEP BLUE

A game about deep sea diving may not sound exciting, but this game aims to prove otherwise.

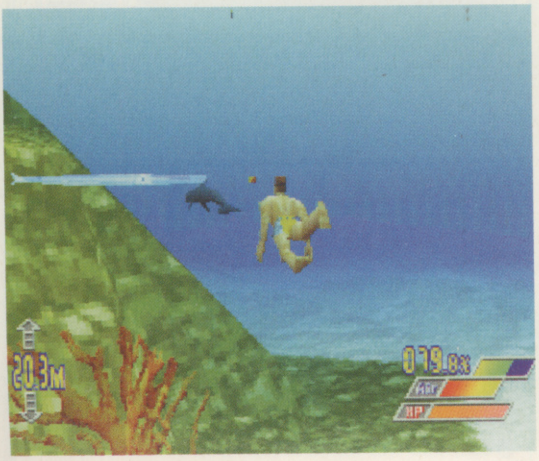
It's all about an old boat that sunk before *World War 2*, called the Gigantic Matilda (please, Konami UK, change that name). Legend has it that the ship contained a valuable treasure that has never been found.

Your mission is to salvage the treasure, but before that you must train, and buy equipment.

As you start the game with nothing but a pair of yellow trunks, you've got a long way to go! By finding antiques on the sea bed you can earn money and buy items like flippers and scuba gear.



I certainly have nothing against making a lot of money along the way as well...



← Here's a clue, follow the dolphins. And buy some new trunks boy! Yellow?

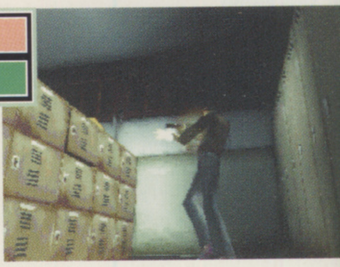
70% COMPLETE
PlayStation
SURVIVAL HORROR | BY KONAMI
SPRING RELEASE | 1 PLAYER

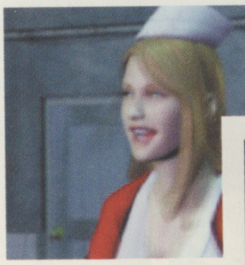
SILENT HILL

Fans of *Resident Evil* will be impressed by the look of *Silent Hill*, as it features some stunning rendered sequences, brilliant music and what could be the scariest gameplay ever!

It all starts when your daughter is kidnapped. From here on in, things get weird. The game has some jump-from-your-seat scares, but much darker and worse is the whole atmosphere.

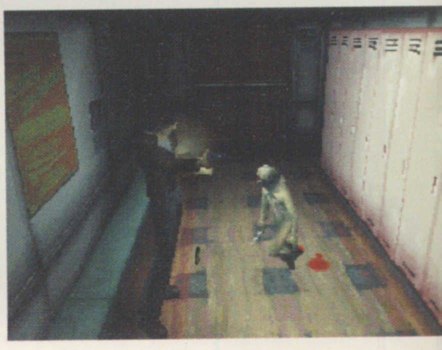
It's psychologically creepy, with camera angles, music and lighting al adding to the effect. Unlike *Residen Evil*, the graphics are made up entirely of polygons, so the gameplay should prove less restrictive. We'll have to wait until next year to see.





↑ The rendered cut-scenes are incredible. The characters look very realistic.

→ It's already mutated into a human form. Shoot it! No, wait it's Morph!

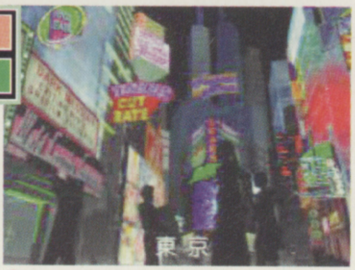


90% COMPLETE
PlayStation
ADVENTURE | BY ATLUS/KONAMI
OUT SPRING '99 | 1 PLAYER

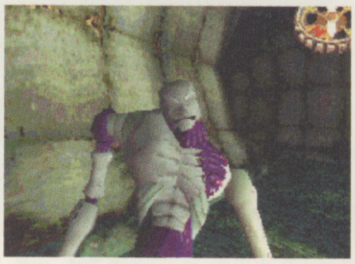
DARK MESSIAH

Something evil lurks under the streets of Tokyo. The disturbances started with an underground accident, and somehow you were involved.

Now you have to clear up the mess, venturing into the sewers and underworld of Tokyo, where a secret world of tribes and monsters await. Early indications suggest *Dark Messiah* is a mixture of *Myst* meets *Resident Evil*, and the cut-scenes provide plenty of gore.



More high-quality FMV action.



Looks like this guy strolled in from Saturn *House of the Dead*.

……

85% COMPLETE
NINTENDO 64
PLATFORM ADVENTURE | BY KONAMI
OUT SPRING | 1 PLAYER

CASTLEVANIA 64

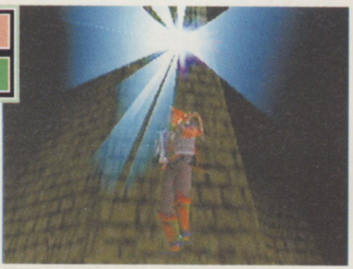
This game was sneakily hidden in the middle of the Nintendo stand at the recent ECTS show, but had a constant crowd gathered around the consoles. The whip-wielding Belmonts are back.

This time it's the turn of Schneider Belmont to face the resurrected Dracula. Of course, the added attraction of this *Castlevania* is that the action is now in 3D. An early look indicates that a lot of ideas from *Symphony of the Night* have been carried over into the latest game.

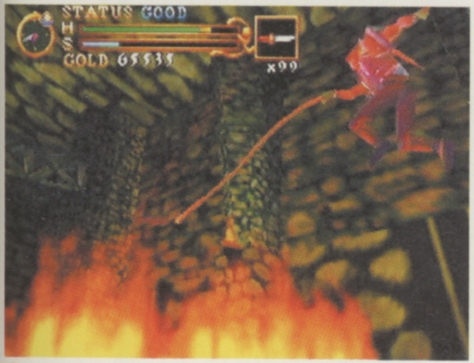
Even the Saturn only features have been borrowed, as *Castlevania 64* can be played with one of four characters. Besides Schneider, there's Cornell Reinhardt, a master of hand-to-hand combat who can also transform into a wolfman. Carrie Eastfield is a small girl, so her combat skills aren't very effective. She does have very powerful magic attacks.

The final character is Kola, about whom not much is known, except that he wields a chainsaw. There will be unique endings for each character, and the game will be different, due to the multiple pathways and routes.

One new feature of the series is how the time of day can affect an enemy's power. While there is sunlight, vampires will cower in the shadows, while at night – well you know about vampires, don't you?



The time of day now affects the enemy's powers.



If it moves, whip it! Except for flames!

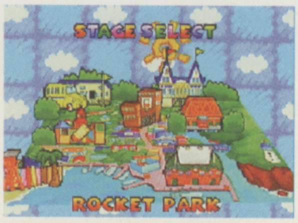
……

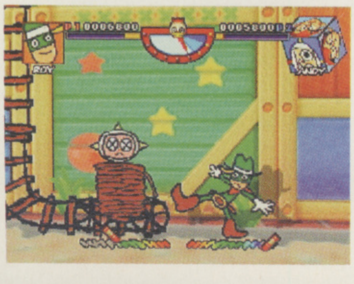
100% COMPLETE
NINTENDO 64
3D FIGHTING | BY KONAMI
WINTER RELEASE | 1-2 PLAYERS

RAKUGA KIDS

A 2D fighting game, in which the combatants aren't martial artists or super heroes – they're a bunch of kids' drawings.

The characters are introduced at the start as doodles, and while you fight, you'll see some crayon skills being applied to the on-screen action. Once an attack gauge is full, you can unleash a special attack. These sometimes take the form of additional drawings, with weapons or contraptions being drawn around an opponent.





……

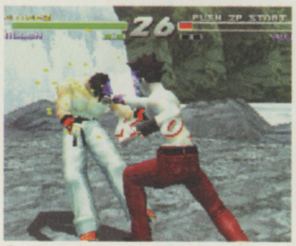
90% COMPLETE
PlayStation
FIGHTING | BY KONMAI
WINTER RELEASE | 1-2 PLAYERS

KEN SEI: SACRED FIST

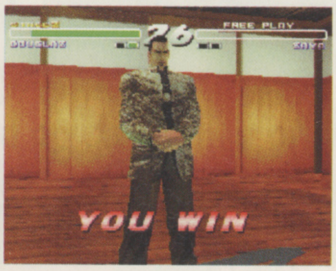
A promising fighting game that uses a control system similar to *Soul Edge*, although the characters don't use weapons. There are nine available characters to start, with space for 22 available on the options screen.

A nice (dirty) feature is the variety of attacks you can launch on an opponent if they are facing away from you. Face to face, you might press throw to roll an opponent – if they are facing away, the same button combination might result in a bear-hug. Characters are from around the world, and each has a distinguishable style.

One character is very dodgy however! While *Tekken* has characters who bear more than a passing resemblance to Bruce Lee and Jackie Chan, Douglas in Ken Sei looks suspiciously like Steven Segal! Good Grief!



More looky-likeys. It's Jin Kazama and The Crow!



It's him! It's Steven Segal!

……

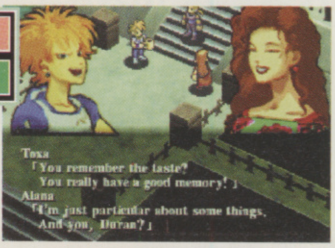
100% COMPLETE
PlayStation
STRATEGY/RPG | BY ATLUS/KONAMI
WINTER RELEASE | 1 PLAYER

REBUS

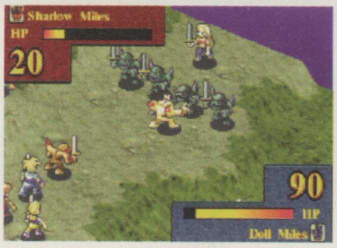
A turn-based strategy/rpg. The look and moves are similar to *Final Fantasy Tactics*, and as that game never came to the UK, you may want to sample this instead.

Characters can perform the usual attacks and spells plus build armies. The one addition to the genre, is the ability to adjust the terrain to your tactical advantage.

This includes raising terrain so you may cross land, plus lowering the land to trap or halt your enemy.



Toxa
「You remember the taste?
You really have a good memory!」
Alana
「I'm just particular about some things.
And you, Duran?」



……

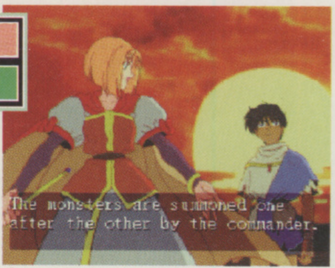
70% COMPLETE
PlayStation
STRATEGY/RPG | BY ASCII
DEC RELEASE | 1-4 PLAYERS

MASTER OF MONSTERS

An update of an old Mega Drive game of the same name. You are one of six monster masters, and aim to take over the world.

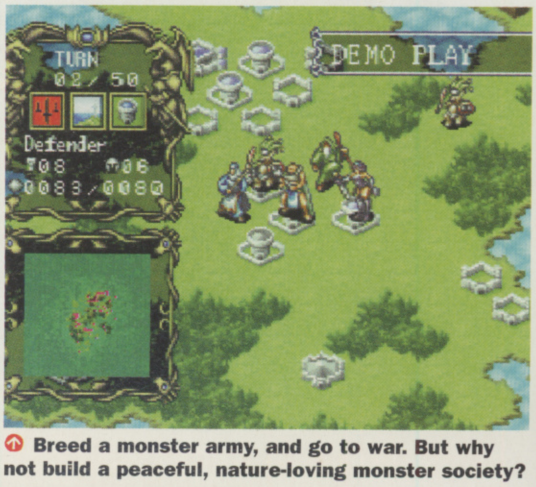
Each of the six masters has his own special skills and monsters available to them. What's really interesting is the way you can cross-breed your monsters to create new species.

Set in medieval times there are over 200 different types of monster, including dragons and unicorns, and over 100 spells.



The monsters are summoned one after the other by the commander.

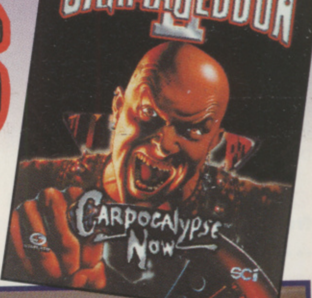
Choose one of six monster masters. Who will then help your quest – that's nice.



Breed a monster army, and go to war. But why not build a peaceful, nature-loving monster society?

BANGERS AND MASHED UP MOTORS

CARMAGEDDON II



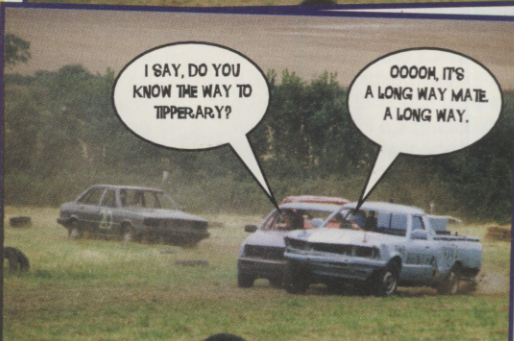
What better way to prepare for *Carmageddon 2* than to go banger-racing? And who better to go banger racing than Steve Key, a man with 'infinite driving skills' and a love of racing games...? Er, someone who can drive real cars maybe?

For most people, their first driving lesson is a trauma. Stalling at the lights, being seen by your mates with both arms clamped onto the wheel doing a sound barrier-breaking 20 mph! Or being overtaken by pensioners in their Robin Reliants – it's a nightmare-inducing experience.

But the first time I stepped into a car, the main worry was the fact I was about to have a head-on collision with clapped-out old Escort. You see, the first time I sat down in a car to drive it, my aim was to smash it to ribbons! Not a pumping stereo in sight. No tinted windows (there were no windows at all) and not even a passenger seat. This is driving at its best!

CRUMPLE ZONE

I managed to stop the car stalling long enough to get it out of the pits for the first race, then stalled it on the start line. But I got the damn thing going again and hared through the first couple of laps. Then I had the urge to bash one of the cars lapping me with consummate ease. I hit him, but my car turned round completely and was now stationary but facing the oncoming traffic. Head-on collisions weren't allowed, but in this position I was cannon fodder. Frantically trying to get the damn car started, the engine finally kicked in but just as it did I got a nick on the side of the car. The engine immediately cut out and I was helpless. As I sat there like a plum, four cars battling for first place bombed round the corner towards me – a pile-up was inevitable. The outside car lost control. There was only one thing that was going to slow him down – me. Crash! My foot-long bonnet was now about an inch long... But at least I can say my car was the first write-off.


I SAY, DO YOU KNOW THE WAY TO TIPPERARY?
OOOOH, IT'S A LONG WAY MATE. A LONG WAY.

STOP STALLING

Not wanting to sound like a complete driving dunce, I sat in my first car (a Fiat) and tried to convince myself that I knew how to start a car. Revs... ignition... engine starts. Excellent. First gear... judder forward... stall. Repeat the last task about three times before finally managing to pull the damn car out of the pits. The first race is a "no-contact" – to get used to the course. So I trundle around in second gear and get lapped by everyone twice. Then they let me loose on the race proper. Man against man against machine. Greased Lightning it isn't.

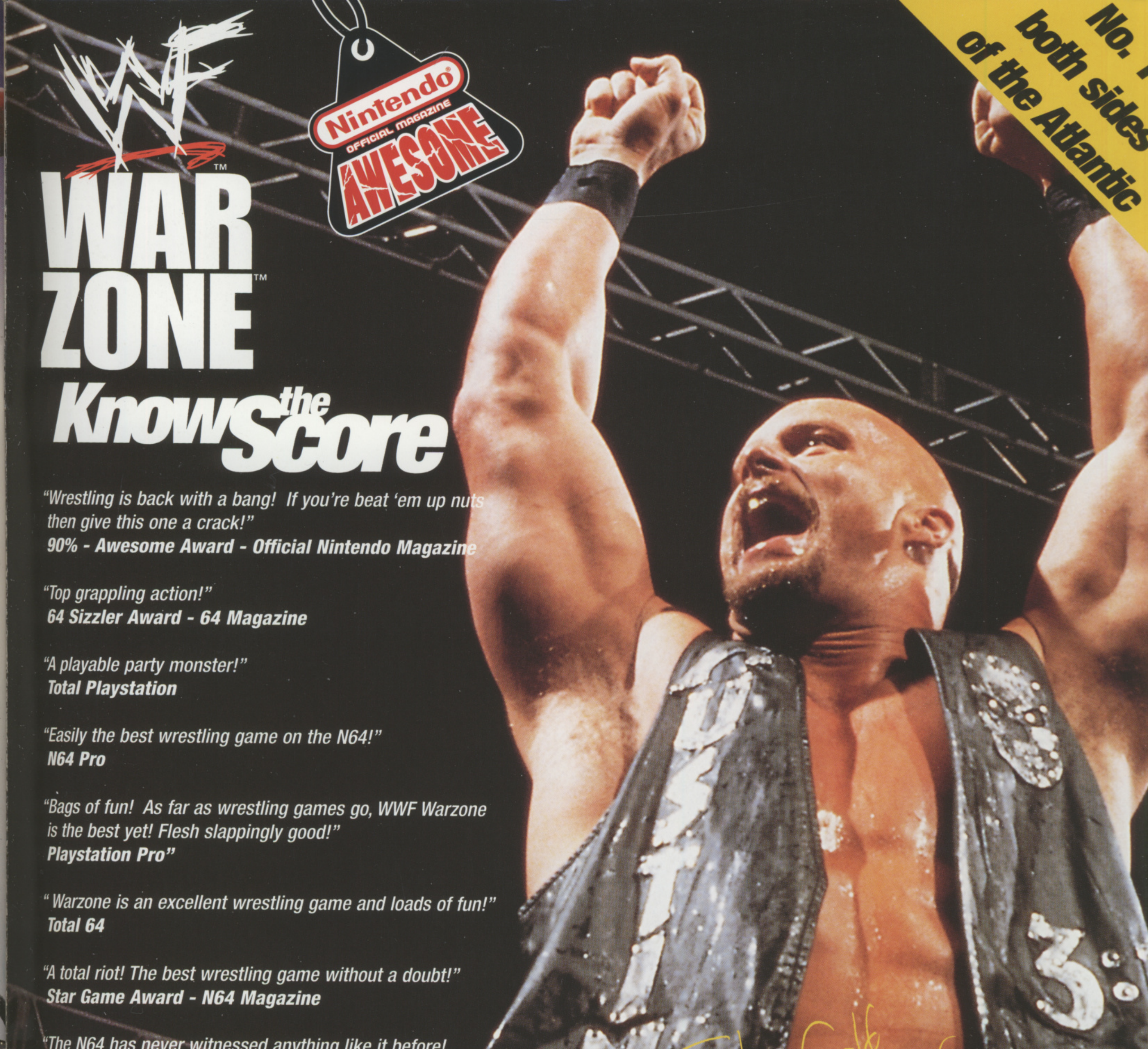
A field in the Isle of Wight. And 34 manic drivers. Happy days!

WHEN I SAID I WANTED A CAR THAT A BABY COULD DRIVE, I DIDN'T THINK THEY'D GIVE ME AN UPSIDE DOWN PRAMS. BUT IF THEY'RE GOOD ENOUGH FOR TOM COX...
GILBERT
3

The tyres on these clapped out old mules have more bald patches than a bunch of Lombardo lookalikes.

COULD IT GET ANY WORSE?

One car down, and all that remains was the demolish "m" derby part of the day. Get in a car and smash it up. Excellent. What happened between the start and finish of that race is a bit of a blur, but the fact that we wrote off 34 cars in an hour-and-a-half gives you a fair indication of the carnage. A special thanks must go to Pete Noble, Sam, all the SCi crew, and the Stainless guys for sorting the day out. Top stuff.



No.
both sides
of the Atlantic

Nintendo
OFFICIAL MAGAZINE
AWESOME

WWF™ WAR ZONE™

Know the Score

"Wrestling is back with a bang! If you're beat 'em up nuts then give this one a crack!"
90% - Awesome Award - Official Nintendo Magazine

"Top grappling action!"
64 Sizzler Award - 64 Magazine

"A playable party monster!"
Total Playstation

"Easily the best wrestling game on the N64!"
N64 Pro

"Bags of fun! As far as wrestling games go, WWF Warzone is the best yet! Flesh slappingly good!"
Playstation Pro"

" Warzone is an excellent wrestling game and loads of fun!"
Total 64

"A total riot! The best wrestling game without a doubt!"
Star Game Award - N64 Magazine

"The N64 has never witnessed anything like it before! The characters are stunning!"
V64 Magazine

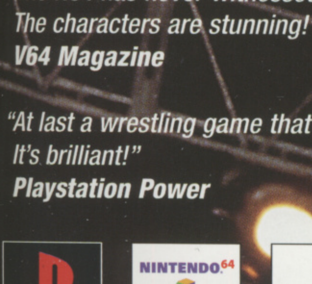
"At last a wrestling game that's playable and entertaining… It's brilliant!"
Playstation Power

Stone Cold
Steve Austin

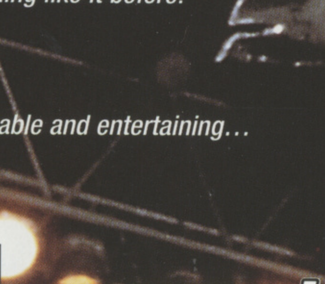
PlayStation™ NINTENDO64 GAME BOY

www.acclaimsports.com

ACCLAIM® SPORTS



STEVE AUSTIN
424
SHAWN MICHAELS

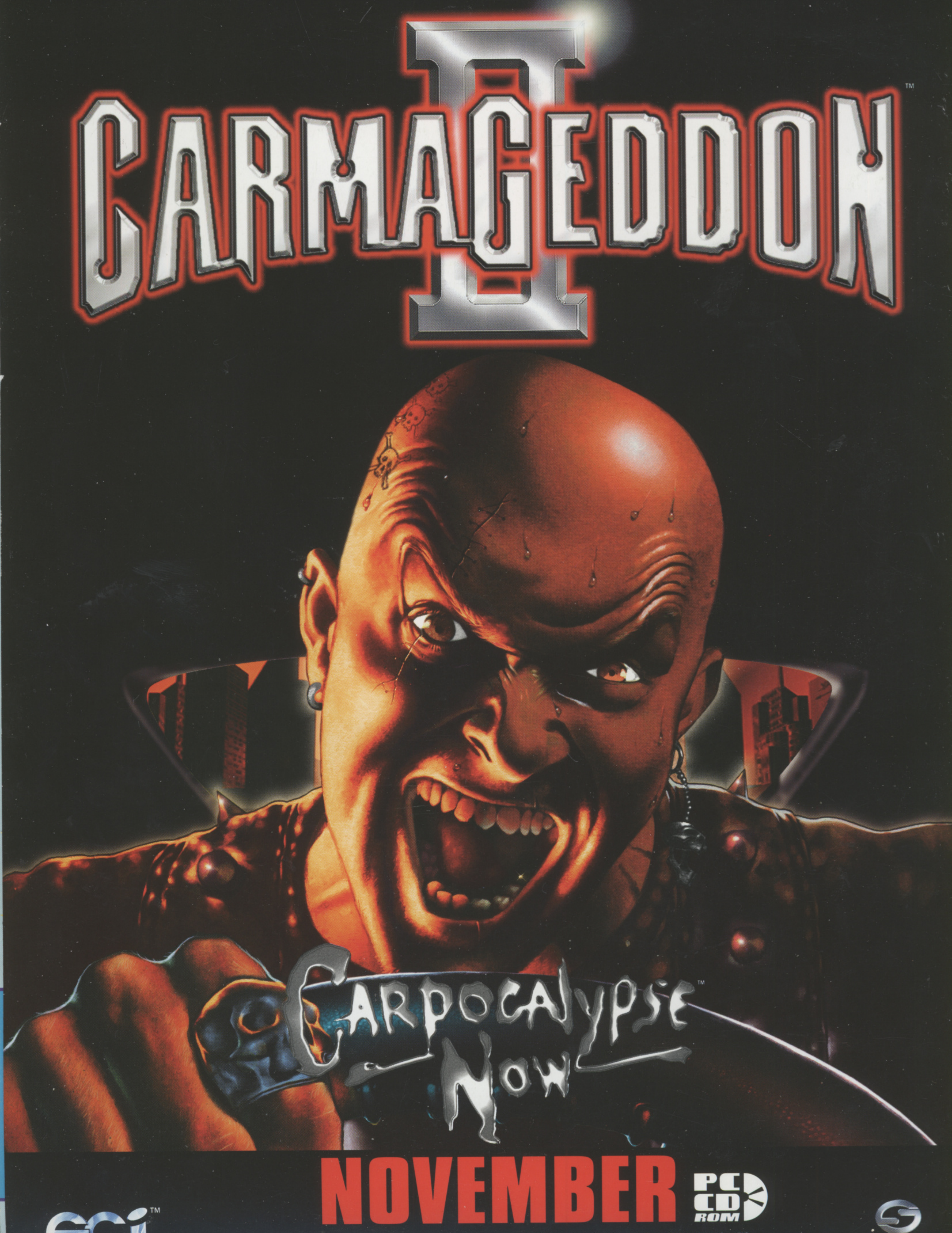


19:51
FAAROOQ
1
0
THRASHER
HUNTER
7
4
MOSH

TRIPLE H
843
OWEN HART

CUSTOM
LOAD
SAVE
CLEAR
NAME
ATTRIBUTES
PERSONALITY
MOVES
COSTUME
RANDOM
CUSTOMIZE

World Wrestling Federation and its logos are trademarks of Titan Sports, Inc. © 1998 Titan Sports, Inc. All rights reserved. Nintendo 64, Game boy and the 3-D "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® and © 1998 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are from the Nintendo 64 version.


CARMAGEDDON II™
CARPOCALYPSE NOW™
NOVEMBER
PC CD ROM
SCi™
STAINLESS

©1998 SCi (Sales Curve Interactive) Ltd. Engine © 1997 Stainless Software Ltd. All rights reserved. SCi (Sales Curve Interactive) Ltd is a subsidiary of SCI Entertainment Group PLC.
SCi, Carmageddon II, Carpocalypse Now are trademarks of SCi (Sales Curve Interactive) Ltd. E&OE. Head Office: 11, Ivory House, Plantation Wharf, Battersea, London, SW11 3TN, UK. Tel: +44 (0)171 585 3308, Fax: +44(0)171 924 3419.
www.sci.co.uk

computer and video games

FREEPLAY

© CAPCOM CO. LTD. 1998

CAPCOM PLANS FOR DREAMCAST

What do the creators of *Resident Evil* and the *Street Fighter* series make of Dreamcast and PlayStation 2? We spoke to Capcom's General Manager, Noritaka Funamizu, who told us everything we want to know, and a lot more besides. The future of gaming – a large portion of it – laid bare for you!

Q What was your first impression of the Dreamcast?
NF It was completely different to what I thought it was going to be. I was surprised to see it was even more powerful than Model 3. The hardware looks very interesting.

Q Did Capcom give any advice to Sega about what it would like to see from the Dreamcast hardware?
NF We did ask Sega to make sure that it supported 2D titles as well as 3D. However, at the moment the 2D tools aren't as good as we would like them to be. We're hoping that Sega will be able to improve them to our expectations before the final version is released.

Q Will you be able to do perfect conversions of CP-System III games on Dreamcast?
NF That depends on whether Sega has listened to us or not. If it makes the amendments we asked for then it should be possible.

Q The Resident Evil franchise seems ideally suited to the Dreamcast hardware. Can you let us in on any of your plans for bringing the world of survival horror to the 128-bit generation?
NF On October 6th, Sega will hold its New Challenge Conference: Part 2. Capcom will be there to make a joint announcement with Sega about Resident Evil on Dreamcast.

Q Dreamcast will appear in an arcade form as the Naomi board. Since Capcom supported the PlayStation System 11 and 12 hardware, are you at all tempted to switch to the far greater 3D power of the new Sega machine?

NF We will make an official announcement about this at the JAMMA Show in mid-September, but I think that we will eventually stop using the PlayStation board for arcade games some time soon. We've pretty much pushed that hardware as far as we can.

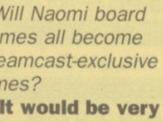
Q Will Naomi board games all become Dreamcast-exclusive games?
NF It would be very difficult to convert Naomi games to the PlayStation. However, we'll be able to port all our PlayStation board games to the Dreamcast.

Q Will you improve your PlayStation board games to make more use of the Dreamcast?
NF No, we won't. We won't alter the game to make it look better on the Dreamcast hardware. However, if we have a PlayStation board game that we can't port to the PlayStation then it will only be ported to the Dreamcast. We won't let the quality of games suffer. For example, Star Gladiator 2 won't be ported to the PlayStation... it'll only be available on the Dreamcast.

Q Do you think if home consoles become too powerful, the arcade business may end?

NF No, that's not the reason. The problem is that the 'Game Era' has gone. The days when people really loved playing computer games has ended. Nowadays, there are many other forms of entertainment and computer games are just one of them. This is mainly because of Sony. Because of the widespread PlayStation market, the way people think about games has changed. Sony has created a new era of light users who consider games to be just an everyday form of general entertainment – nothing special. This is both a good thing and a bad thing. Its games are based more around visuals than on actual gameplay. The kind of games that we used to see from Nintendo have gone. These are the games that children used to play, but now they don't.

Q What aspirations does a company that has achieved so much, have for the future?
NF Switching to Dreamcast development will be our biggest challenge. Up to now, we've never been able to do what we really wanted to do because there's always been some kind of hardware limitation whether it was the CPU or the graphics chips. Both for the SFC and PlayStation we pushed the hardware to its limit, but the Dreamcast is too powerful – we'll never be able to do that. Even if Sony releases the PlayStation 2 and it's more powerful than the Dreamcast, it won't make any difference. The average player won't notice. The Sega Saturn was a failure outside Japan because the PlayStation was too good but that will now become a problem for Sony's PlayStation 2.



READERS' MOST WANTED CHART

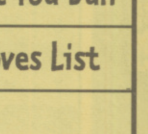
Dreamcast is the clear winner this month, with almost twice as many votes as last month's №1, *Final Fantasy VIII.* Dreamcast games, *Sonic Adventure and Virtua Fighter 3*, also make strong showings in the chart. And *Tekken 4*, unsurprisingly, enters the chart soon after the release of *Tekken 3.*

1	DREAMCAST	SEGA
2	FINAL FANTASY VIII	PLAYSTATION/PC
3	METAL GEAR SOLID	PLAYSTATION
4	TOMB RAIDER 3	PLAYSTATION/PC
5	SONIC ADVENTURE	DREAMCAST
6	VIRTUA FIGHTER 3	DREAMCAST
7	RESIDENT EVIL 3	PLAYSTATION
8	PARASITE EVE	PLAYSTATION
9	F-ZERO X	N64
10	TEKKEN 4	PLAYSTATION

We reckon this is what the chart will look like for a few months – dominated by Dreamcast and the games planned for it. Sega's new console is on the minds of everybody who knows anything about games, and will go on sale in Japan soon. We'll have to wait a year before we get it in the UK, although we'll be able to buy it on import at £1000 a pop if we want it before the official launch – a bargain!? Two games that just missed being in the chart (actually, they missed out by a long margin, but we thought we'd mention them anyway) were Mr T – the Game and Howard Marks Drug Smuggling Sim. Maybe next time...

Contents

Page	Section
1	News/Most Wanted
2	Official Charts
3	The Amazing Retro Ranch
4	Ed's Tips
6	Drawinz Wot You Dun
8	Tekken 3 Moves List
15	Melting Pot
16	Write for Freeplay



OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**WWF: WARZONE**	**ACCLAIM**
2	2	COLIN McRAE RALLY	CODEMASTERS
3	3	GRAN TURISMO	SONY
4	5	RESIDENT EVIL 2	VIRGIN
5	4	FLUID	SONY
6	6	PREMIER MANAGER '98	GREMLIN
7	8	BOMBERMAN WORLD	SONY
8	7	WORLD CUP '98	EA
9	9	POINT BLANK	SONY
10	10	POINT BLANK + G-CON 45	SONY

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**TOCA TOURING CAR**	**CODEMASTERS**
2	1	TEKKEN 2	SONY
3	2	TOMB RAIDER	EIDOS
4	3	CRASH BANDICOOT	SONY
5	4	DIE HARD TRILOGY	EA
6	5	MORTAL KOMBAT TRILOGY	GT
7	6	MICRO MACHINES V3	CODEMASTERS
8	7	FORMULA 1	PSYGNOSIS
9	8	INTERNATIONAL TRACK AND FIELD	KONAMI
10	10	WIPEOUT 2097	PSYGNOSIS

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**ISS '98**	**KONAMI**
2	1	BANJO KAZOOIE	THE GAMES
3	2	WWF: WARZONE	ACCLAIM
4	3	GOLDENEYE	THE GAMES
5	4	WORLD CUP '98	EA
6	5	NBA COURTSIDE	THE GAMES
7	6	GT 64	INFOGRAMES
8	7	SUPER MARIO KART 64	NINTENDO
9	8	SNOWBOARD KIDS	NINTENDO
10	9	DIDDY KONG RACING	THE GAMES

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**CANNON FODDER: SOLD OUT**	**SOLD OUT**
2	2	COMMANDOS	EIDOS
3	8	SETTLERS 2: CLASSIC	BLUE BYTE
4	4	TITANIC: ADVENTURE OUT OF TIME	EUROPRESS
5	5	LULA: THE SEXY EMPIRE	TAKE 2
6	6	X-FILES: THE GAME	EA
7	7	CARMAGEDDON: REPLAY	SCI
8	RE	CHAMP MAN 2 '97/98	EIDOS
9	9	PREMIER MANAGER '97/98	GREMLIN
10	RE	SPECIAL OPS	TAKE 2

JAPANESE MULTI-FORMAT SALES TOP 10

1	**METAL GEAR SOLID**	**PLAYSTATION**
2	STAR OCEAN	PLAYSTATION
3	POCKET MONSTER STADIUM	NINTENDO 64
4	BIOHAZARD DUAL-SHOCK	PLAYSTATION
5	POWERFUL PRO BASEBALL 98	PLAYSTATION
6	GUNBARL 2	PLAYSTATION
7	RIVAL SCHOOLS	PLAYSTATION
8	FRUIT MACHINE GAME	PLAYSTATION
9	DIRECTORS CUT DUAL	PLAYSTATION
10	XI [SAI]	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**WWF WARZONE**	**PLAYSTATION**
2	NCAA FOOTBALL '99	PLAYSTATION
3	GRAN TURISMO	PLAYSTATION
4	MISSION IMPOSSIBLE	NINTENDO 64
5	BANJO KAZOOIE	NINTENDO 64
6	NFL XTREME	PLAYSTATION
7	WAIALAE COUNTRY CLUB	NINTENDO 64
8	GOLDENEYE	NINTENDO 64
9	TIME CRISIS	PLAYSTATION
10	KARTIA	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**ISS PRO '98**	**PLAYSTATION**
2	METAL GEAR SOLID	PLAYSTATION
3	BRIAN LARA CRICKET	PLAYSTATION
4	NiGHTS	SATURN
5	PANIC PARK	ARCADE

AAAAAAAAAHHH...... THAT FEELS GOOOOOD. I KNEW I SHOULD HAVE GONE EASY ON THE DIET SPRITE.

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	BURNING RANGERS	SEGA
2	WORLD LEAGUE SOCCER	SEGA
3	PANZER DRAGOON SAGA	SEGA
4	SHINING FORCE 3	SEGA
5	DEEP FEAR	SEGA

SATURN IMPORT TOP 5

1	MARVEL VS CAPCOM	CAPCOM
2	RADIENT SILVERGUN	TREASURE
3	3 CAPCOM GENERATIONS	CAPCOM
4	THE CONVIENIENCE STORE	HUMAN
5	KONAMI MSX COLLECTION	KONAMI

PLAYSTATION U.K. TOP 5

1	TEKKEN 3	SONY
2	ODDWORLD: ABE'S EXODDUS	GT
3	TOCA 2 TOURING CAR	CODEMASTERS
4	MICHAEL OWEN'S WLS '99	EIDOS
5	MEDIEVIL	SONY

PLAYSTATION IMPORT TOP 5

1	METAL GEAR SOLID	KONAMI
2	CAPCOM GENERATIONS	CAPCOM
3	BEAT MANIA	KONAMI
4	RESIDENT EVIL 2: DUAL SHOCK	CAPCOM
5	PACHINKO STATION MONSTER HOUSE SPECIAL	SUNSOFT

PC TOP 5

1	HALF LIFE	CENDANT
2	HERETIC 2	ACTIVISION
3	MICHAEL OWEN'S WLS '99	EIDOS
4	THIEF: THE DARK PROJECT	EIDOS
5	SIM CITY 3000	EA

NINTENDO 64 TOP 5

1	TUROK 2	ACCLAIM
2	F-ZERO X	THE GAMES
3	WCW VS NWO REVENGE	THQ
4	1080° SNOWBOARDING	THE GAMES
5	BUCK BUMBLE	UBI SOFT

NINTENDO 64 IMPORT TOP 3

1	WCW VS NWO REVENGE	(US)
2	CITY TOUR GP	IMAGINEER
3	LET'S SMASH	HUDSON

GAME BOY TOP 3

1	COLOUR GAMEBOY	THE GAMES
2	TUROK 2	ACCLAIM
3	NBA JAM '99	ACCLAIM

ARCADE TOP 5

1	VF3: tb	AM2
2	DAYTONA 2	AM 2
3	STREET FIGHTER ZERO 3	CAPCOM
4	SOUL CALIBUR	CAPCOM
5	SEGA RALLY 2	AM ANNEX

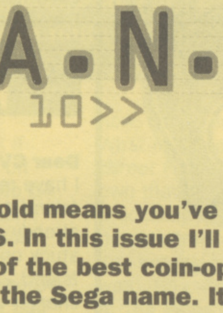
CVG'S 15 BEST VIDEOGAME TREES

1 ....GHOULS N GHOSTS
2 ....MARIO 64
3 ....SHINOBI
4 ....ACTUA GOLF 2
5 ....LEADER BOARD
6 ....OUTRUN
7 ....SENTINEL
8 ....TOMB RAIDER 3
9 ....DEATH CHASE 2000
10 ....PILOT WINGS
11 ....JET SET WILLY
12 ....NiGHTS
13 ....ZELDA
14 ....SONIC THE HEDGEHOG
15 ....DONKEY KONG

GOSUB Keith Ainsworth's
:IF PEEK(1638G)=

R.E.T.R.O R.A.N.C.H

THEN=GOTO 10>>
:RETURN



SEGA: to be this old means you've been around for AGES. In this issue I'll be taking my pick of the best coin-op games ever to appear under the Sega name. It is a name I've seen in arcades all my life. A few years ago I saw a Sega fruit machine (for sale second hand) that used pre-decimal money!

IT'S BEEN AGES...

The company we know today as Sega came together from the merger of many different companies. It all started in the early 1950s, when America was fighting the Korean War, and US soldiers were often based in Japan. A company named Nihon Goraku Bussan started to import pinball machines and jukeboxes to entertain these soldiers.

In 1965, Nihon Goraku Bussan merged with a company run by ex-US serviceman David Rosen. Rosen had been importing air-rifle games and other coin-operated entertainments since the late '50s. The brand name Nihon Goraku Bussan used was Service Games. This was abbreviated to Sega, and the merger with Rosen Enterprises gave the now familiar Sega Enterprises Inc.

When *Space Invaders* became popular, Sega developed video games of its own and also acquired US company Gremlin Inc. Many of the games I feature here were developed in the US and appeared under the name Sega/Gremlin or even Gremlin/Sega.

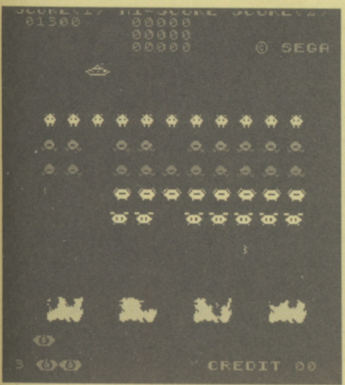
Namco received a lot of criticism when they went back to the early 80s and even the late 70s in some cases for their retro compilations. The Sega Ages pack released in the UK contained relatively sophisticated games starting from 1985. But this meant they missed out many classics (and a few duff ones too).

FONZ WAS SEGA'S FIRST

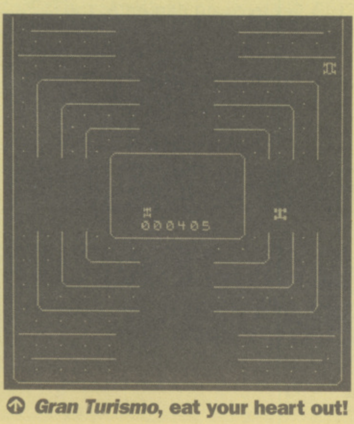
The first video game I've found baring the Sega name is something of a surprise. *Fonz* was a 1976 game based on the hit TV show Happy Days. The slogan went: "TV's hottest name, Your hottest game". It was a simple motorcycle game that had handlebars on the cabinet. You had to go as fast as possible without skidding off the road or hitting another bike.

The next two are sure not to show up on any proud Sega retrospective. *Space Attack* was a colourful *Space Invaders* rip-off, and *Invinco* was another *Space Invaders* clone but with non-alien targets.

1979's *Head-On* was a top-down viewed car game. There was a maze of passageways from which you had to collect dots. Your aim was to collect them all without colliding with the computer car coming in the opposite direction. The game definitely crosses the line into impossible and frustrating. It is also exactly like the 1978 Atari VCS cartridge Dodge'em.



The differences were subtle, OK!

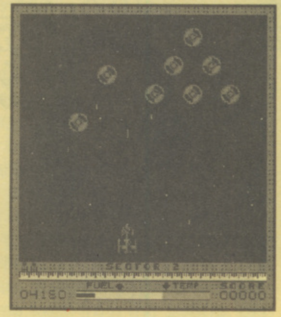


***Gran Turismo*, eat your heart out!**

Monaco GP, from 1980, is a driving game I remember well. It had a huge cockpit cabinet and a large padded steering wheel, accelerator and gear stick. There were speakers positioned in front of and behind your head. The sound of a passing car would move between these speakers to great effect. The game itself was an avoid-the-other-cars type with an overhead view. However, many additional ideas were added to the mix to make it quite special.

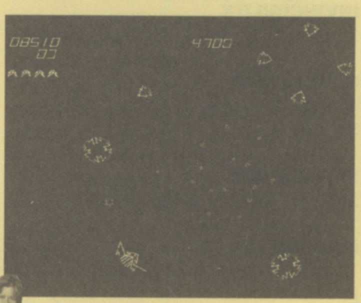
One nice touch was a night section where you only got to see a tiny fraction of the road in your headlights. Risky, but lots of fun. Sometimes the track became blue in colour, indicating treacherous ice. The siren of an ambulance would sound every so often. This was your signal to move aside as it made its way down the centre of the screen. There were also the occasional bottlenecks where the road narrowed drastically. The game would give you a warning of danger just before the road narrowed. Many of the ideas in this game found their way into the driving games of other companies.

YOUR SECTOR NEEDS YOU!



"Fighter Pilots needed in Sector Wars. Play *Astro Blaster*!" These words always attracted my attention in the arcade to this excellent shoot-'em-up. The enemy had a wide variety of formations and behaviour, with 29 waves to be seen. The graphics themselves were detailed, animated and often used colour cycling.

Firing aimlessly worked against you. Your laser could overheat so every shot had to count. One lifesaver was the warp button. Hitting this in tight spots slowed the enemies down to a crawl giving you time to wipe them out in safety. After four waves, you scrolled through an asteroid field that gave you the opportunity to shoot fireballs for extra fuel. Speech was just the icing on the cake, as the game featured excellent sound effects throughout. A classic.



***Spacefury – Asteroids* (sort of) but in colour (sort of). This style of graphics were so cool in the early 80s!**

Space Fury (1981) was the first colour vector graphic game. This shoot-'em-up had elements of Asteroids but took the idea much further. Each wave consisted of alien sections that would drift together to make one large baddie that would then attack you. The pieces or the whole could be shot but only a complete alien could shoot a fireball back at you. Between the levels you could dock with extra weaponry to give extra directions of fire. Colour was well used and speech allowed the head alien to taunt you. *Space Fury* was fast and frenzied.

ELIMINATE THE ELIMINATOR

SEGA/Gremlin

Eliminator is another vector graphic game with some of the coolest explosions in history. The Eliminator was a craft at the centre of a rotating base. You were killed on contact with the base but a single shot down the moving tube of its centre would finish it off. Over time the Eliminator ship grew until it finally left the base to come after you. More fun was to be had playing against three other human opponents. To advance further in the game, your best bet was to co-operate. Your shots, however, would bounce the other ships around the screen often straight into the eliminator. Multiplayer games could often turn into huge grudge matches with players more intent on destroying you, rather than the eliminator!

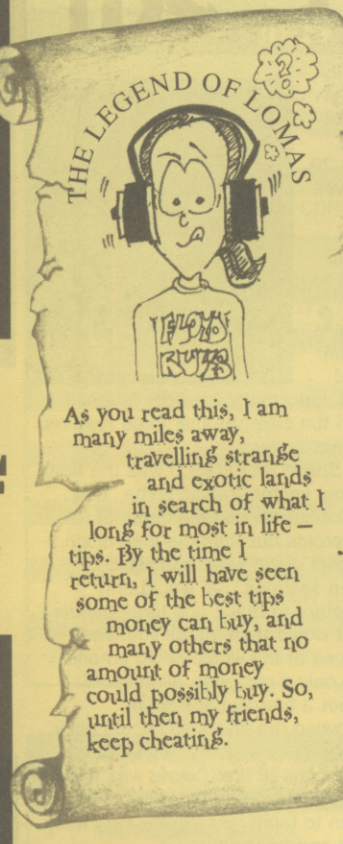
I'll feature more classic Sega coin-ops next month.

RETRO RANCH CLASSIFIED

RETROGAMER Issue 17 is out now. The legendary Elite is profiled, plus there is a look at the BBC and an article on cool games you might have missed. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge "for sale" list of Spectrum, C64 and Atari VCS 2600 games too.
You can e-mail Keith on retrogamer@hotmail.com

The fifth Northern SAM and Spectrum Show will take place on 28th Nov 1998, in Horwich RMI Club, Horwich, Bolton. More details next issue.

TIPS



As you read this, I am many miles away, travelling strange and exotic lands in search of what I long for most in life – tips. By the time I return, I will have seen some of the best tips money can buy, and many others that no amount of money could possibly buy. So, until then my friends, keep cheating.

SPECIAL NO THANKS...

James Jones from Plymouth sent us a Super Mario 64 guide he got free in our sister mag, Nintendo Official Magazine, with a simple note: "Hope you find this useful". Please, don't waste your time or 26p sending us tips from other magazines – especially not when they're still INSIDE the mag.
MAYBE USE SCAN OF BOOKLET

PLAYSTATION

RED ALERT: RETALIATION

To enter these cheat codes during the game, highlight the symbols on the side menu and press the Circle button (or whatever you've set as the cancel button) on each one in order.

INVINCIBILITY
Square, X, Circle, X, Triangle, Triangle

REVEAL MAP
Triangle, Triangle, X, Circle, Triangle, Square

PARABOMBS
X, X, X, Circle, Triangle, Square

MADDEN NFL '99
To use a bonus stadium, simply put in one of these on the code entry screen.

EA Sports	**EASTADIUM**
Tiburon	**OURHOUSE**
Astrodome	**FOR_RENT**
Miami	**NOTAFISH**
Tampa	**SOMBRERO**
Oakland	**STICKEM**
Cleveland '99	**DOGPOUND99**
RFK	**THE HOGS**

Enter these codes to access some extra teams.

EA Sports	**INTHEGAME**
Tiburon	**HAMMERHEAD**
All-Madden	**BOOM**
All-Time Stat Leaders	**IMTHEMAN**
NFC Pro Bowl	**BESTNFC**
AFC Pro Bowl	**AFCBEST**
All-Time Greats	**TURKEYLEG**
60s Greats	**PEACELOVE**
70s Greats	**BELLBOTTOMS**
80s Greats	**SPRBWLSHUFL**
90s Greats	**HEREANDNOW**
75th Anniversary Team	**THROWBACK**
NFL Equipment Team	**GEARGUYS**
1999 Cleveland Browns	**WELCOMEBACK**

If you're a real fan of this game, you might notice that the classic teams don't have all the real player names. Entering the code **"MADDENNAMES"** will correct most of them.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Rayman* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

NINTENDO 64

F1 WORLD GRAND PRIX

To access some hidden cars, choose Exhibition Mode and select Driver Williams. Now change his last name to one of these codes and go back to the title screen. Start an Exhibition, Time Trial or 2-player game and you'll be able to choose the extra feature.

Gold Driver	**Pyrite**
Silver Driver	**Chrome**
Hawaiian Track	**Vacation**

……

BANJO-KAZOOIE

Here's one extra cheat to add to the list we gave you last issue. As before, you need to go to the bit of Treasure Trove Cove with the letters on the floor and enter the word CHEAT before you can enter the cheat itself.

AGOLDENGLOWTOPROTECTBANJO
Gives you infinite Gold Feathers

PC CD-ROM

ULTIMATE SOCCER MANAGER 98

Adam Croft from Dunstable has a great tip to give yourself loads of extra money:

"Simply give one of your coaches a pay rise to £999,999,999 per week, then offer him a new contract (which he will probably accept!). Keep offering him new contracts until the wages say £20,***,*** then stop or you'll lose money. The coach will now pay around £20 million into your account each week."
Excellent stuff.

WE'RE STUCK!

Dear CVG,
I have recently purchased *Monkey Island 1 & 2* on the same disc. I've already completed 1 & 3 but I'm stuck on the hard version in *Monkey Island 2*. I need 20 pieces of eight to charter a ship but only have 19 from polishing the pirate's peg leg.
I would be very grateful if you could help me.
Yours sincerely,
Mark Hall

CVG: You need to get the cook's job in the bar to get more money. First, catch the rat at the laundry (to do this, use the box, stick, string and cheese squiggles) then climb through the bar porthole and put the rat in the cooking pot. You can figure the rest out yourself.

……

Dear CVG,
1. On Resident Evil 2 I've been trying to get an A rank so I can get the Infinite Rocket Launcher. With Leon I've completed the game on easy in 1 hour 53 minutes, 3 saves and not using a special weapon but I only got a B rank. What am I doing wrong? Do I need to complete the game on normal?
2. I've heard that only Leon can use the Infinite Rocket Launcher. Since I completed it with Leon and got a B rank, I think that's why I didn't get the Rocket Launcher. Do I have to complete the game with Claire instead or do I have to get an A rank?
Please answer my question.
From Alex Ford, 11

CVG: What's an 11-year old doing playing a 15-rated game? Tut tut. 1. Yes, you've got to do it on Normal. Easy setting is for wimps.

2. We're not 100% sure about this. The best thing you can do is get an A rank as Claire..that way.. you'll definitely get the Launcher.

Dear CVG,
In Men In Black on the PC I'm on the Arctic Mission and I've done everything apart from using the computer. What the hell is the password? And what do I do? Please tell me.
Alex Kehraus, Surrey

CVG: The password you need is DAISY. Use it to turn on the security system, then go back to the main room and turn on the monitors on the desk at the end. Take a look at channel three and you'll move on to the next section.

FREEPLAY FAN

What is the best video game ever created? Everyone has their own personal favourite, and we want to know what yours is. FreePlay Fan is where you can tell the world how you feel about the game of your dreams. Turn to the back page of FreePlay for the address, and make sure you put 'FreePlay Fan' at the top.

Dear CVG,
I am writing to ask if people could be a bit nice to the Nintendo 64 – drawing comparisons between Nintendo games and PlayStation games is a bit unfair. The best example is when people say the 64 has no fighting games to rival that of *Tekken 3*, which is true – but I might like to point out the number 3 at the end of *Tekken*. This means there were 2 Tekkens before it, so they have had time to learn the capabilities of the PlayStation and perfect the game.

So expecting the first wave of fighting games on the 64 (eg *Fighters Destiny*) to compete with *Tekken 3* is a bit unfair. This also applies to other game types, such as Driving and RPG.

Having said this if I was Nintendo I'd be a worried man; with the arrival of Dreamcast and PlayStation 2, things don't look great. Both of these consoles are going to take customers away from Nintendo. The Dreamcast does look pretty darn good, and Sega do make good arcade games. Zelda 64 had better be the best games ever if it is to breathe life into Nintendo, particularly in its home market.

This leads me to my next question – why hadn't Capcom been making games for the 64 from the start? They have been confirmed now, but a Disney puzzle game??? What is stopping the converting *Street Fighter Alpha 2* to the 64? I own that game for my SNES (it is practically PlayStation perfect, with no slowdown whilst you are fighting, just proving how good the SNES was). So surely the 64 could handle it. The same goes for *Resident Evil 2* and *Darkstalkers*.

Wouldn't it be an advantage to Capcom, as releasing existing games on another format would mean more profits with minimum cost. If Capcom can promise *Resident Evil 4* to the Dreamcast, why didn't they do that when the 64 came out? What were Nintendo playing at? Capcom and Nintendo were like one word when *Street Fighter 2* came out – what happened?
Yours faithfully,
Bennet Aldous

CVG: Let off some steam, Bennet!

Dear CVG,
Before I mention my favourite game, I have to say that no other mag can compare to CVG. With the mushy stuff out of the way, I want to announce that *Castlevania: Symphony of the Night* is the best game to grace the PlayStation. Oh, it's all so wonderfully addictive (even though it's in 2D) I could soil my pants at any moment! The way you can pick up enemies' weapons and use them in your left and right hand, and sell them to an old man, and, and... ahem, sorry about that attack. Anyway it should be crowned king computer game in the CVG office. Bye, I'm off for another go!
Yours,
Matt Bancroft

P.S. *Grand Theft Auto* is good too, and I can't wait until it comes out for the Game Boy.

Dear CVG,
I would like the chance to review what is most undoubtedly the best bunch of games by my favourite games company of the 1980s – *Ultimate: Play The Game*. Like many others, I owned a Spectrum 48K and spent many years playing such great titles as *Jetpac, Lunar Jetman, Knightlore, Atic Atac, Underwurlde, Alien 8, Sabre Wulf* and *Gunfright*. In particular my two favourites was the classic games *Underwurlde* and *Gunfright*.

The graphics for the time were superb and the gameplay enthralling. Although the sound was never too hot on the Spectrum, it was the atmosphere and suspense that game this game its appears. You never knew where you were heading what with going up and down bubbles in endless chasms together with fighting off the birds who tried to snatch you.

Always in your mind you were focused on trying to get to the surface, away from the perils of the *Underwurlde*.

Gunfright involved walking around a 3D-style town looking for particular villainous outlaws such as Jesse James. When you found them you had to gun the down quickly before you got the bullet! This game for its time was a classic and I loved wandering around the town especially when you go the gorse looking for that no-good villain.

Retro games may have brought the game back from the 1980s, but they will never bring back the ultimate company and the Spectrum 48K (with its loading problems). Long live you!
Underwurlde – 94%
Gunfright – 92%
James Curtis, Lincoln

CVG: Um... the* Ultimate: Play The Game *lot are still going. They're now known as Rare. And don't worry – we won't tell anyone that you got both the company name and most of the game names wrong too.

RED-HOT RUMOURS FROM THE HEART OF THE SUN!

- Acclaim are discussing the possibility of making *Forsaken 2* a Dreamcast exclusive. A PC version would probably follow shortly afterwards.

- Development of *Gran Turismo 2* on the PlayStation has been brought forward by six months because the team wants to get started on *Gran Turismo 3* so that it's ready for Sony's PS2 launch. Because of this, *Gran Turismo 2* will be more of an update than a full-on sequel.

- Sega are said to be working very hard to sign up Namco's *Tekken 4* as a Dreamcast exclusive.

- We also heard that *Tekken 4* was being shown, behind closed doors, at the recent AOU Arcade show in Japan – running on PlayStation 2 hardware! Expect this story to get hotter by the month until somebody knows for sure!!!

- *Metal Gear Solid* producer Hideo Kojima has definitely started work on a PlayStation 2 game. There's a very good chance it'll be a MGS follow-up.

- The sequel to *GTA* (*Grand Theft Auto*) is currently in development. It's going to be called *GBH* (*Grevious Bodily Harm*), and is supposedly going to be completely 3D. Before GBH comes out, an add-on pack of London-based levels for GTA will be released.

- Capcom are working on a *Resident Evil* arcade light gun game, similar to Sega's *House Of The Dead*. The big thing is that it should have an eight-player link-up mode! It's not clear what arcade board the game is being made on, but it's likely to be either Sega's Model 3 or Naomi board (the Dreamcast hardware in a cabinet).

- Tetsuya Mizuguchi, previously head of Sega's AM3, AM Annex and AM8 (and responsible for *Sega Rally 1* and *2*, among others) is currently heading up CS4, another new internal team. They're working on a mysterious Dreamcast game which is definitely NOT an arcade conversion.

- Three new *Resident Evil* console games are planned. *Resident Evil 3* will appear on PlayStation and will follow-on from the last game. The Nintendo 64 will finally get its own *Resident Evil*, but it's not yet known what will be in it, and an all-new realtime 3D *Resident Evil* will appear on Sega's Dreamcast sometime next year.

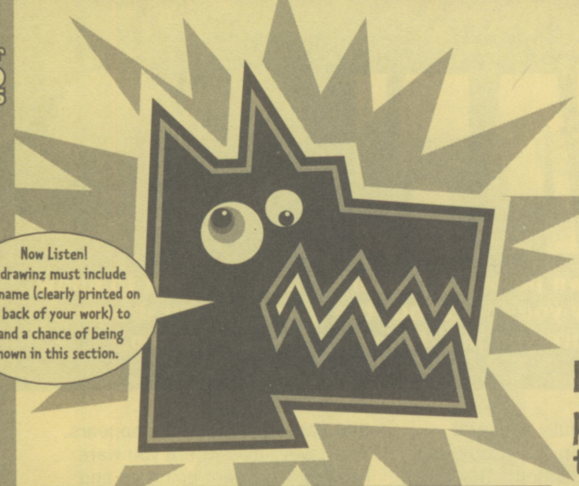
- As well as *Sonic Adventure* and *Sega Rally 2*, and *Virtua Fighter 3tb* being released for Dreamcast, there is also going to be an incredible new RPG based on the *Virtua Fighter* story. *Virtua Fighter RPG* is being developed by Sega's AM2 division, and though still very early in development, is already looking incredible.
A top-secret video of the game shows a young Shun Di walking around a large town (said to resemble the Yu Suzuki-produced Tower Of Babel demo) and Lau Chan without his long ponytail looking up at a stained-glass window with coloured light streaming down on him. Akira is also rumoured to feature on this video. *Virtua Fighter RPG* is due for release later next year in Japan.

- UbiSoft are working on two big racing games for Dreamcast – *Monaco F1 Racing Simulator* and *Pod 2*.

- *Street Fighter Zero 3* will be Capcom's final Saturn game, due for release in Japan next March. The 4Mb RAM cartridge means that we should get a perfect conversion of this fantastic arcade game.

- Time Crisis 2 on the PlayStation is already well into development. A two-player link-up mode is a definite possibility.

- Sonic Team have supposedly started work on Burning Rangers 2 for Dreamcast. Full work on the game will start once *Sonic Adventure* is released.



Now Listen!
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

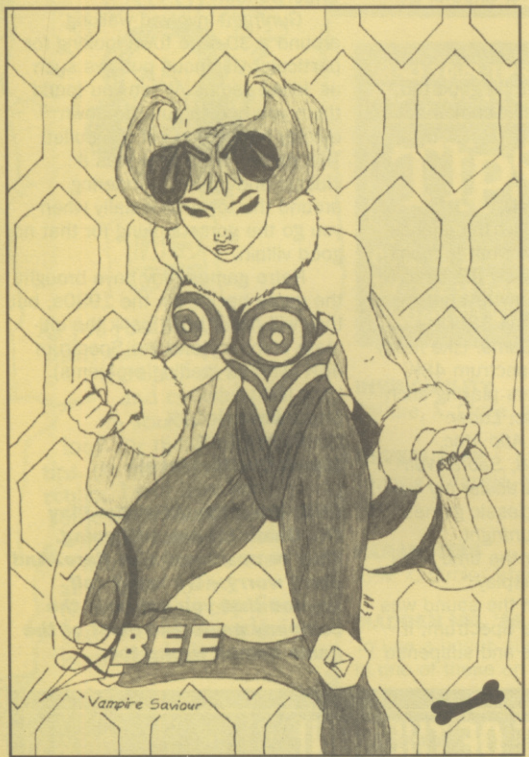
drawinz wot you dun

It's been a long time, I shouldn'a left you, without a strong pic to look to. Think of how many duff mags you slept through. Time's up, sorry I kept you...

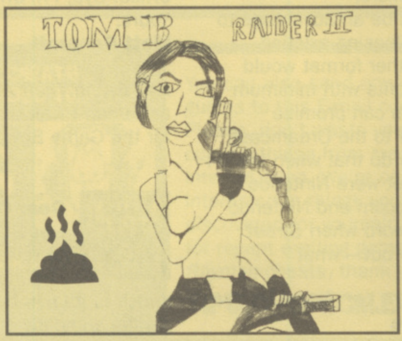
Yes I'm back! With another collection of drawinz wot you dun, sent in by those of you who believed that I would return. And here I am, ready to dump on drawinz at the first opportunity, without mercy. But the ones I like will receive one of my highly sought-after bones. So get to it!

KEY

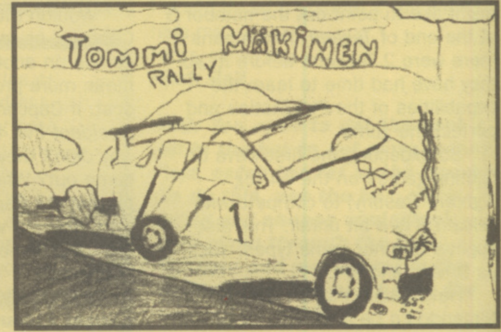
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!



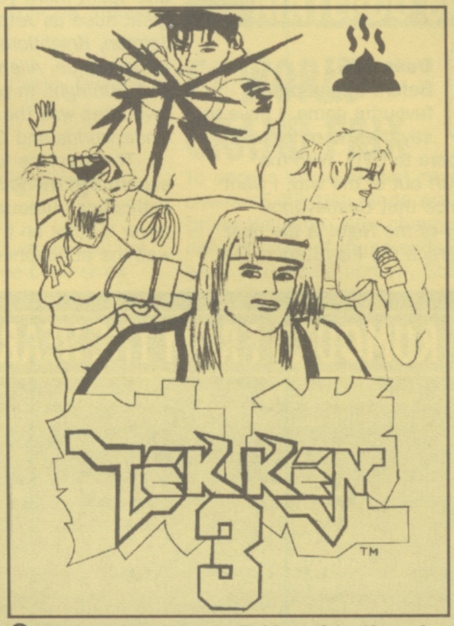
Adrian Au sent in this excellent drawing of Q-Bee from *Vampire Savior*. Nice one, Ade.



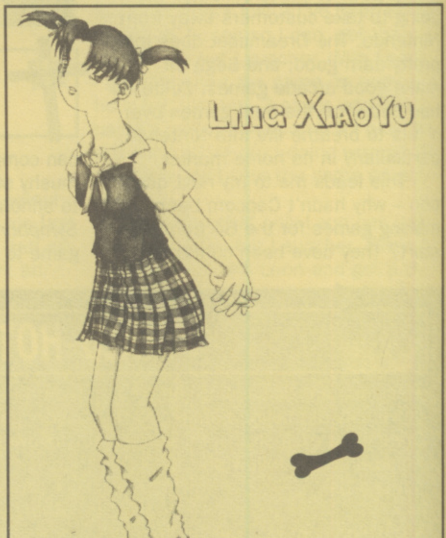
Hugh Grant dresses up as Lara Croft. Thanks, Sean Fitzpatrick.



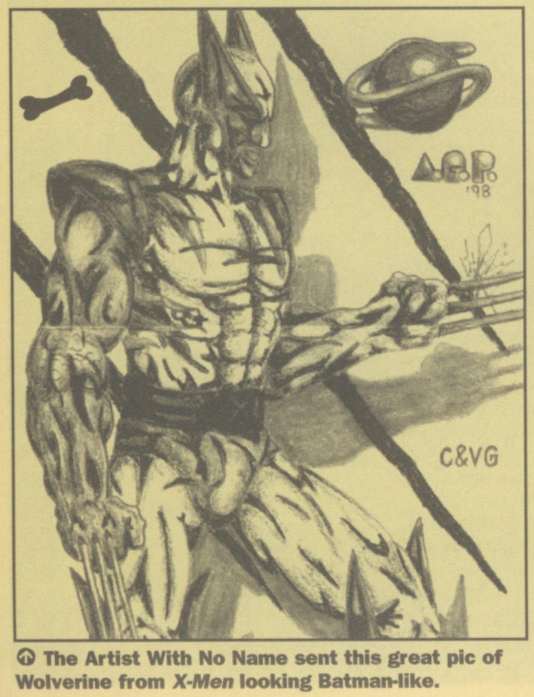
Garry Moore crashes his dad's Mitsubishi on the old tree. Tut tut. Learn to steer, matey!



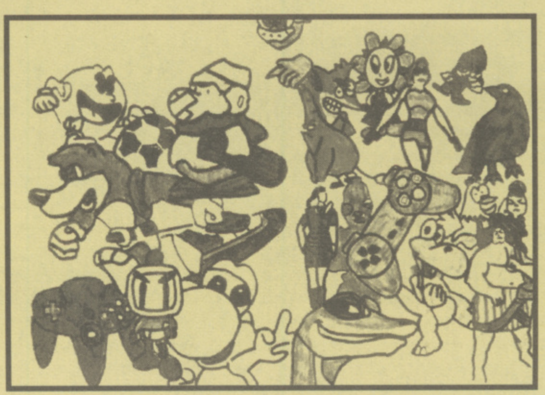
Michael Bradbury's *Tekken 3* 'art' work deserves one big turd. Must try harder.



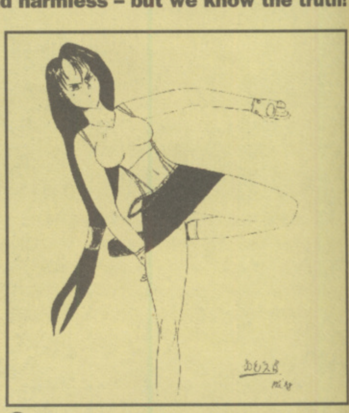
David Cheung makes Ling Xiaoyu look sweet and harmless – but we know the truth!



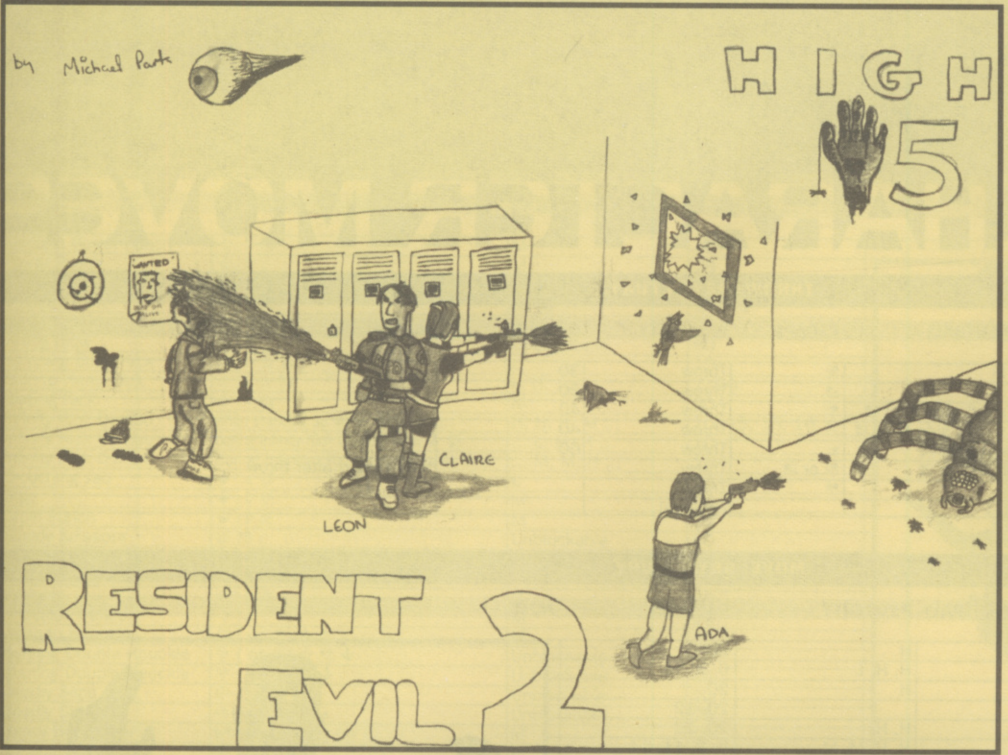
The Artist With No Name sent this great pic of Wolverine from *X-Men* looking Batman-like.



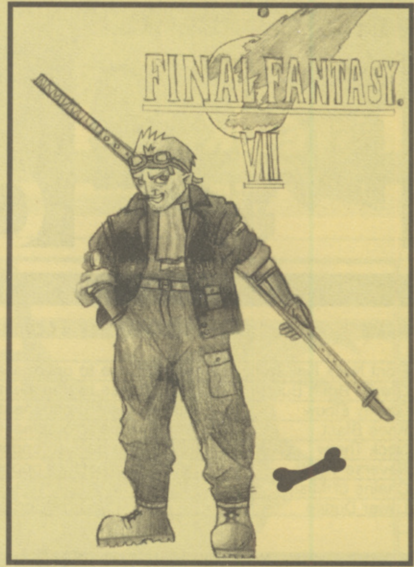
Bomberman and friends party on 'til the break of dawn. You the man, Dean Richards. Party on dude.



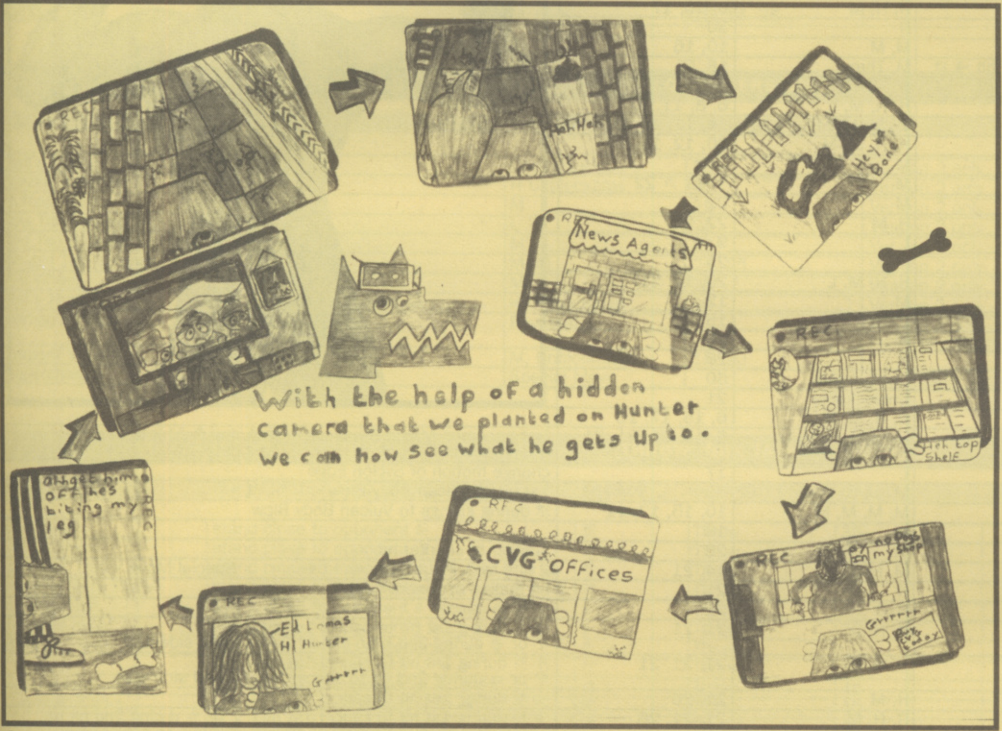
Tifa from FFVII, with her itchy bottom, by Michael Griffiths.


by Michael Park
HIGH 5
WANTED
CLAIRE
LEON
ADA
RESIDENT EVIL 2

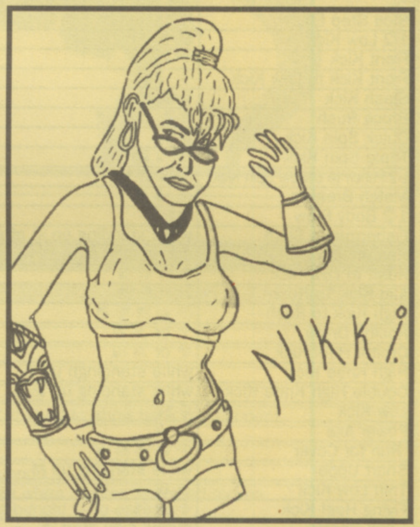
Michael Park uses all the firepower at her disposal against the rampant evil of Raccoon City.


FINAL FANTASY VII

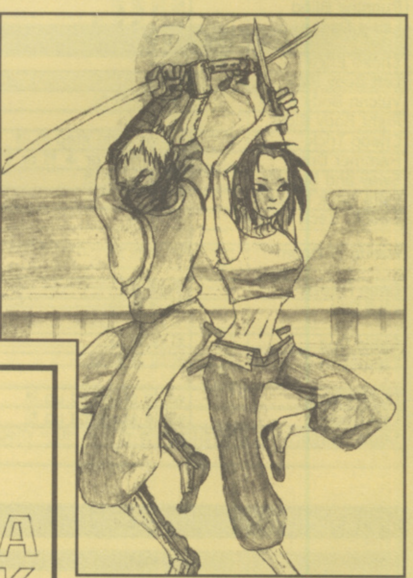
Cid from *FFVII* gets special artisic treatment from Amarprett Jutla.


REC
Heh Heh
Hey a Bone
News Agents
With the help of a hidden camera that we planted on Hunter we can now see what he gets up to.
Heh top shelf
oy no Dogs in my shop
Grrrrrr
CVG Offices
Ed Lomas
Hi Hunter
Grrrrr
ahh get him off hes biting my leg

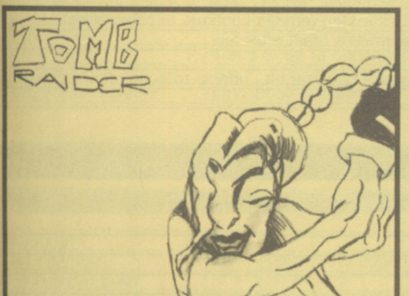
I could have you arrested, Russell Dean. And if you show the other things, I might just do that!



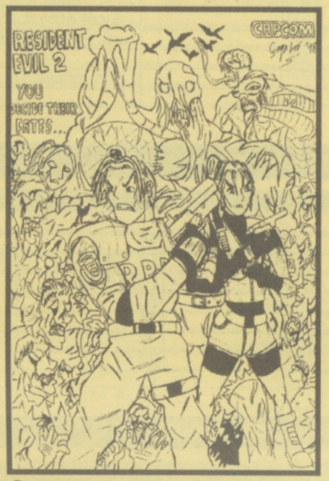
Nikki from *Pandemonium*, seems to have a headache. Thanks, Philip Steere.



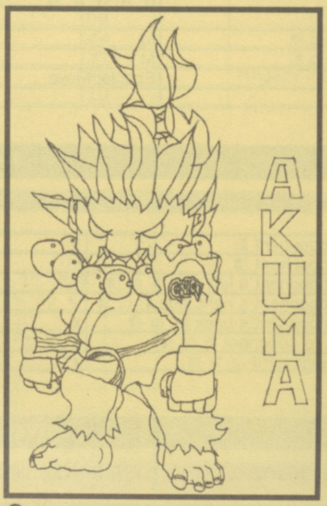
***Tenchu* characters about to kill someone. By Alex Copley.**


TOMB RAIDER

Peter Coyle sees the future – and it's not looking good for Old Mother Croft.


RESIDENT EVIL 2
YOU DECIDE THEIR FATES...
CAPCOM

They're behind you! Our heroes fail to watch their backs. But George Law will save them.



Ming Auyeung's awesome line drawin' of Akuma.

Send 'em in to:

drawinz wot you dun

**CVG, Emap Active,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ**

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten, Oh yeah, no more 'Please print...'.

CHARACTER MOVES

THROW: BRYAN FURY

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Front Neck Full Swing	stand close to opponent ⠃	⠁	Throw	30	
Gravity Brain Buster	stand close to opponent ⠘	⠈	Throw	30	
Gravity Elbow	stand close to opponent's left side ⠃ or ⠘	⠁	Throw	40	
Knee Blast	stand close to opponent's right side ⠃ or ⠘	⠈	Throw	40	
Neck Throw	show your back to opponent ⠃ or ⠘	x	Throw	60	
Reverse Throw	show your back to opponent ⠃ or ⠘	⠁ or ⠈	Throw		turn around after throw
Chains of Misery	↓ ⇘ ⇩ ↘ ⠉	⠉	Throw		10, 8, 27
Lower Dodge	⇙ (or ⇩) ⠃ or ⇙ (or ⇩) ⠘		Reversal		

MOVE: BRYAN FURY

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Side Step Elbow	⇨ ⠉	H	26	
1-2 Low Kick	⠁ ⠈ ⠂	H, H, L	6, 8, 15	
Front Kick	⇦ ⠂	H	20	
Front Kick to Low Kick	⇨ ⇨ ⠂		20, 12	
Slash Kick	⇦ ⠂ ⠈	H, H	20, 12	
Bruce Rush	⇨ ⠁ ⠈ ⠁ ⠈	H, H, M, M	8, 8, 11, 14	
Quick Spin Kick	⠂ ⠂	M, H	18, 16	
Triple Spin Kick	⇨ ⠐ ⠂ ⠐	H, M, H	18, 14, 18	
1-2 Punch to Double Spin Kick	⠁ ⠐ ⠂	H, H, M	6, 15, 17	
Match Breaker	⇨ → ⠈	H	30	
1-2 Body Blow	↘⠁ ⠈	M, M	10, 16	
Fisherman's Slam	while standing up ⠈ after hit → ⠈	M, Throw	18, 21	
Headhunter	during side step ⠁	H	33	
Rush to Low Kick	⠁ ⠈ ⠁ ⠐	H, H, M, L	6, 8, 11, 12	
Mid Kick To Rush	⠂ ⠈ ⠁ ⠈	M, M, M, M	18, 11, 10, 14	
High Kick to Rush	⇦ ⠂ ⠈ ⠁ ⠈	H, H, M, M	20, 12, 11, 14	
Rolling Driver	⇧ or ⇗ ⠂	M	25	
Orbital Heel Kick	⇧ or ⇗ ⠐	M	⇧ 21 ⇗ 22	
High Knee Kick	while standingh up ⠂	M	22	
Double High Knee Kick	while standing up ⠂ ⠐	H, M	22, 16	
Low Kick	⇩ ⠐	L	9	
Power Axe	⇘ ⠐	M	25	
Run for Cover	⇦ ⠂ ⠈ ⠁ ⠐	H, H, M, L	20, 12, 11, 12	
Short Upper	while standing up ⠉	M	12	
Thin Low Kick	⇩ ⠒	L	15	
Flying Heel Kick	⇦ ← ⠐	H	25	
Shell Shock	during side step ⠈	H	26	
Meteor Smash	⇦ ⠑	Unblockable	60	
Gravity Blow	⇨ ⠑	Unblockable	21	
Running Blind	⠁ ⠐ ⠂ ⠂	H, H, M, H	6, 15, 17, 16	
Lair's Dance	⠁ ⠐ ⠈ ⠁ ⠈	H, H, H, H, H	6, 15, 21, 21, 21	last becomes Match Breaker/ ⇨ ⠁ during 3rd hit to cancel/ ⇧ or ⇩ during 4th hit to cancel and side step
Shake Edge	⇘ ⠂	L	17	change motion of Syclon Edge
Left Body Blow	⇘ ⠁	M	10	1st hit of Valcan Body Blow
Vulcan Body Blow	↘⠁ ⠁ ⠁ ⠁	M, M, M, M	10, 15, 12, 11	⠈ during strings to Vulcan Body Blow
Right Body Blow	⇘ ⠈	M	18	
Cheap Trick	during side step ⠁ ⠈	M	28	stagger at counter hit
Hammer Driver	⠉ or ⇩ ⠉ or ↓ ⠉ or ⇧⠉	M, M	14, 21	2 hits by 1 input Sway ⇩ ⇙ ← Special Move
Sway and Smash	⇩ ⇙ ⇦ ☆ ⠈	H	21	hit makes opponent float
Light Back Knuckle	⇦ ⠈	H	21	⇨ ⠁ to cancel
Double Back Knuckle	⇦ ⠈ ⠁	H, H	21, 21	⇨ ⠁ during 1st hit to cancel 1st hit/ ⇧ or ⇩ during 2nd hitto cancel 2nd hit and sidestep
Hands of Doom	⇦ ⠈ ⠁ ⠈	H, H, H	21, 21, 21	⇨ ⠁ during 1st hit to cancel 1st hit/ ⇧ or ⇩ during 2nd hit to cancel 2nd hit and side step
Brian Freeze	⇦ ⠈ ⠐	H, M	21, 26	⇨ ⠁ during 1st hit to cancel
Wolf Bite	⇦ ⠈ ⠁ ⠐	H, H, M	21, 21, 26	⇨ ⠁ during 1st hit to cancel 1st hit/ ⇧ or ⇩ during 2nd hit to cancel 2nd hit and side step (strings continue to power area)
Rabid Dog	⠁ ⠐ ⠈ ⠐	H, H, H, M	6, 15, 21, 26	⇨ ⠁ during 3rd hit to cancel
Cremation	⠁ ⠐ ⠈ ⠁ ⠐	H, H, H, H, M	6, 15, 21, 21, 26	⇨ ⠁ during 3rd hit to cancel 3rd hit/ ⇧ or ⇩ during 4th hit to cancel 4th hit and side step (strings continue to power area)
Right Upper	while standing up ⠈	M	18	successive to Fisherman's Slam after hit
Left Upper	while standing up ⠁	M	18	
Supercharger	⠛	Special Move		This makes 1st attack countter hit - unable to guard during charging

THROW: OGRE

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Body Slam	stand close to opponent ⠃	⠁	Throw	30	
Bear Hug	stand close to opponent ⠘	⠈	Throw	10, 25	
Choke Slam	stand close to opponent's left side ⠃ or ⠘	⠁	Throw	10, 15, 25	
Hanging Neck Throw	stand close to opponent's right side ⠃ or ⠘	⠈	Throw	40	
Swing Swung	stand close to opponent's back ⠃ or ⠘	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Reverse Throw	show your back to opponent ⠃ or ⠘	⠁ or ⠈	Throw		turn after trow
Spin Behind Elbow Smash	Stand close to opponent ⇘ ↘ ⠘	x	Throw	30	

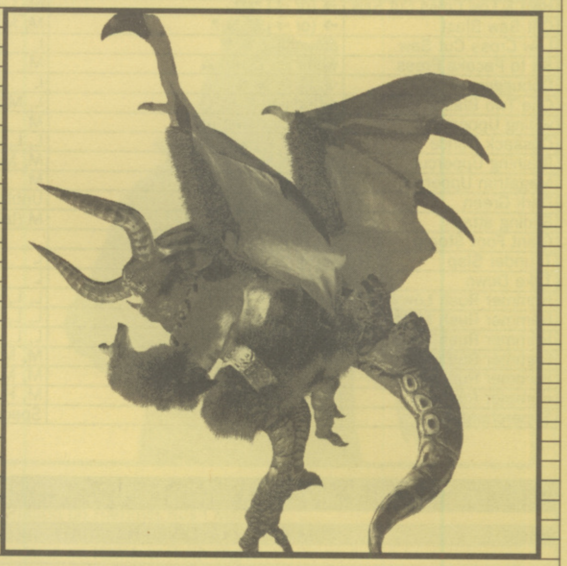
MOVE: OGRE VERSION 1

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Ancient Power	⇦ ⠉ (at the same time as opponent's attack)	Reversal	25	Version 1 only
Supercharger	⠛	Special Move		This makes 1st attack counter jit - unable to guard during charging

© 1994 1995 1996 1998 NAMCO LTD., ALL RIGHTS RESERVED

MOVE: OGRE VERSION 1

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Medium Power Punch	⇨ ⇨ ⠉	M	40	
Power Punch	⇨ ⠈	M	28	
Dragon's Power Punch	⇦ ⇦ ⠉	Unblockable	100	
Double Elbow	⬂ ⠁ ⠈	M, M	16, 10	
Foot Bazooka	⇨ → ⠐	H	35	
Killing Blow	← ⠊	Unblockable	60	
Spinning Slide Kick	⇨ ⇨ ☆ ⠒	L	15	
Shin to Head Kick	⇩ ⠐ ☆ ⠐	L, H	7, 20	
Blazing Kick	⇩ ⬃ ⠐	M	30	
Infinity Kick Combo	while standing up ⠂ ⠂ ↓ ⠂ ⠂ ...	H, H, H, M ...	10, 25, 15, 10	
Infinity Kick Combo	during Infinity Kick Combo, beat ↓ ⠂	... L, M, H ...	10	
Infinity Kick Combo	during Infinityu Kick Combo, beat ↑ ⠂	... M, M, H ...	15	
Crouching Jab	↓ ⬂ ⠈	L	25	
Slap	↓ ⇨ ⠈	M	40	
Groin Punch	↓ ⇨ ⠁	M	30	
Bloody Scissors	⬃ ⠉	Unblockable	50	
Hammer Heel	⇨ → ☆ ⠐	M	20	
Demended Snake	↓ ⠂ ⠂ ⠂	L, L, M	12, 19, 25	
Explorer	⇨ ⇨ ⠒	H	40	
Shoulder Tackle	⇨ ⠑	M	30	
Jump to Knuckle	⇧ (or ⬀) ☆ ⠉	M	35	
Burning Double Knuckle	⇧ (or ⬀) ☆ ⠉ ↓	Unblockable	45	
Burning Double Knuckle	⇧ (or ⬀) ⠉ ↓	Unblockable	45	
Deadly Slice	⇦ ⠈	Unblockable	22	
Deadly Slash	⇨ ⇨ ☆ ⠈	Unblockable	25	
Heavy Body Blow	while standing up ⠈	M	25	
Windmill Kick	⬁ ⠂	M	20	
Windmill Kick to Tooth Fairy	⬁ ⠂ ⠈	M, M	20, 25	
Snake Kick	↓ ⠂ ⠂ ⇩ ⠂	L, L, L	12, 19, 7	
Hunting Hawk	⬀ ⠂ ⠐ ⠂	M, H, H	15, 14, 25	



MOVE: OGRE VERSION 2

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Hell's Flame	⠉	Unblockable	30	Version 2 only
Blazing Infernao	⇩ ⠉	H Unblockable	40	Version 2 only
Buffalo Horn	⬂ ⠒	M	25	Version 2 only
Low Tail Spinner	⇩ ⠒	L	25	Version 2 only
Mid Tail Spinner	⬂ ⠒	M	25	Version 2 only - hold lever to show back to opponent
Double Tail Spinner	⬂ ⠒ ⠒	M, M	25, 25	Version 2 only
Evil Wheel	⇧ ⠒	M	25	Version 2 only
Owl's Hunt	while opponent is down ⠒	H Unblockable	40	Version 2 only - teleport
Demon's Feast	Crouching Forward	Reversal		Version 2 only - bite when reverse specified moves (such as crouching punch) ⠈ to escape
Sarpent Venom	⇨ → ⠈	M, Unblockable	15, 20	
Supercharger	⠛	Special Move		This makes 1st attack counter hit - unable to guard during charging/

THROW: GUN JACK

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Body Slam	stand close to opponent ⠃	⠁	Throw	35	
Lift up Slam	stand close to opponent ⠘	⠈	Throw	30	
Side Left Throw	stand close to opponent's left side ⠃ or ⠘	⠁	Throw	40	
Hanging Neck Throw	stand close to opponent's right side ⠃ or ⠘	⠈	Throw	40	
Spinal Crush	stand close to opponent's back ⠃	x	Throw	30, 40	
Throw to Away	stand close to opponent's back ⠃	x	Throw	70	
Reverse Throw	show your back to opponent ⠃ or ⠘	⠁ or ⠈	Throw		
Pile Driver	stand close to opponent ⬃ → ⠉	⠉	Throw	58	
Backbreaker	stand close to opponent ⇩ ⬃ ← ⠈	⠈	Throw	45	
Overhead Strike	stand close to opponent ⇩ ⬂ → ⠁	⠁	Throw	40	
Volcano	stand close to opponent ↘ ⠘	⠈	Throw	30	
Volcano Blaster	stand close to opponent ⬂ ↘ ⠘	⠈	Throw	30	
Ground Zero	stand close to opponent ↗ ⠉	⠁	Throw	33	
Lift Up to Megaton Blast	stand close to opponent ↗ ⠉ ⇩ ↘ ⠈	x	Throw	60	
Body Smash	stand close to opponent ↙ ⠊	⠈	Throw	32	
Choke Slam	stand close to opponent ⇨ → ⠊	⠈	Throw	35	
Body Press	↘ ⠃	x	Throw	25	Property = throw only when standing close to opponent
Body Press Hammer	after Body Press ⠉	x	Throw	10	

MOVE: GUN JACK

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Body Press	⬂ ⠃	M	20	
Get Up Punch	while opponent is down ↓ ⠉	M	12	
Machinegun Blast	⬃ ⠁ ⠁ ⠁ ⠁ ⠁ ⠁	L, L, L, L, L, M	15, 15, 15, 15, 15, 40	
Revolving Knackle	↓ ⬃ ⠁ ⠁ ⠁ ⠈	L, L, L, M	18, 25, 25, 40	
Jab Elbow Smash	⠈ ⠁ ⠈	H, M, M	122, 21, 20	
Jack Hammer	⠁ ⠁ ⠁	H, H, M	18, 15, 18	
Double Hammer	⠉ ⠉ or while standing up ⠉ ⠉	M, M	21, 22 or 21, 17	
Left Hand Triple Uppercut	while crouching forward ⠁ ⠈ ⠁	M, M, M	15, 12, 15	
Right Hand Triple Uppercut	while crouching forward ⠈ ⠁ ⠈	M, M, M	15, 10, 15	
Megaton Blast	⇦ ⬃ ⇩ ↘ ⠈	M	40	
Cross Cutsaw	⇨ ⇨ (or → or ⇨) ⠉	M	22	
Pancake Press	⬀ ⠒	M	26	
Windmill Punch	↓ ⬂ ⠁ ⠈ ⠁ ⠁	H, M, M, H	12, 15, 15, 30	
Winup Punch	⇦ ⬃ ⇩ ⇨ (then rotate lever) ⠁	Unblockable	20, 40, 60, 80, 199	
Sit Punch	After Sit Down or Pancke Press ⠁ ⠈ ⠁ ⠈	L, L, L, L	10, 10, 10, 10	
Sit Down	⇩ ⠒	Special Move		

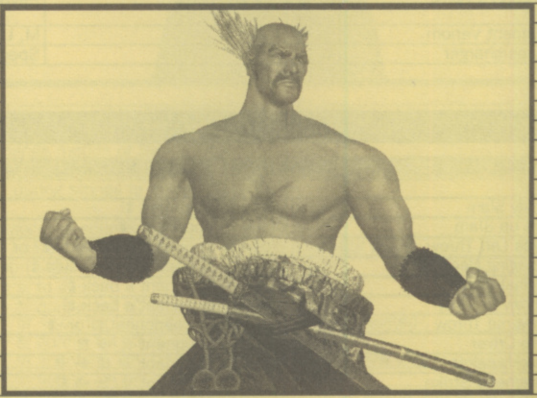
MOVE (CONTINUED): GUN JACK

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Double Axe	⇩ ⠉	M	45	
High & Low Cross Cut Saw	→ (or ⇨) ⠉⠉	M, L	22, 15	
Cut Saw Blast	→ (or ⇨) ⠉ ↘⠈	M, M	22, 25	
Low Cross Cut Saw	crouching ↘ ⠉	L	21	
Sit to Pacake Press	while Sit Down ⠒	M	35	
Debugger	⇦ ⬃ ⇩ ↘ ⠁	L	29	
One Two Blast	crouching ⠁ ⠈	L, M	10, 25	
Killing Uppercut	while standing up ⠁	M	20	
Cossack Dance	↙ ⠂ ⠐ ⠂ ⠐ ⠂ ⠐	L, L, L, L, L, L	18, 12, 10, 12, 12, 12	
Rushing Uppercut	↘ ⠁ ⠈ ⠁ ⠈	M, M, M, M	10, 15, 10, 15	
Megatron Uppercut	⇦ ⬃ ⇩ ⬂ ⇨ ↘ ⠁	M	22	
Dark Green	⇨ ⠐ ⠁	Unblockable	101	
Sliding attack	→ (or ⇨) ⠒	M (latter L)	25	
Giant Foot Stomp	⠒ (⠒⠒ to extend disstance)		60	
Thunder Slap	⬂ ⠊	L	12	
Take Down	crouching ⠉	L	21	
Hammer Rush Low	↓ ⠁ ⠈ ⠁ ⠈ ↓ ⠁	L, L, M, M, L	10, 8, 12, 12, 8	
Hammer Rush Middle	↓ ⠁ ⠈ ⠁ ⠈ → ⠁	L, L, M, M, H	10, 8, 12, 12, 15	
Hammer Rush High	↓ ⠁ ⠈ ⠁ ⠈ → ⠁	L, L, M, M, H	10, 8, 12, 12, 12,	
Hammer Rush Low	↓ ↘ ⠁ ⠈ ↓ ⠁	M, M, L	15, 12, 8	a variation on Hammer Rush Low
Hammer Rush Middle	↓ ↘⠈ → ⠁	M, M	15, 10	a variation on Hammer Rush Middle
Hammer Rush High	↓ ↘⠈ → ⠁	M, H	10, 12	a variation on Hammer Rush High
Supercharger	⠛	Special Move		This makes 1st attack counter hit - unable to guard during charging

THROW: HEIHACHI MISHIMA

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Neck Breaker	stand close to opponent ⠃	⠁	Throw	30	
Pile Driver	stand close to opponent ⠘	⠈	Throw	30	
Neck Hopper	stand close to opponent's left side ⠃ or ⠘	⠁	Throw	40	
Freefall	stand close to opponent's right side ⠃ or ⠘	⠈	Throw	46	
Atomic Drop	stand close to opponent's back ⠃ or ⠘	x	Throw	60	
Reverse Throw	show your back to opponent ⠃ or ⠘	⠁ or ⠈	⠁ or ⠈	Throw	turn around after throw
Stonehead	stand close to opponent ⇨ → ⠉	⠉	Throw	33	
Headbutt Carnival	stand close to opponent ⇨ → ⠑	⠉	Throw	29 (42 for Kuma)	active only for Paul, Lei, Jin, Kuma and Heihachi - ⠉ to hit back

MOVE: HEIHACHI MISHIMA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Rising Sun	⬀ ⠐ ⠐	H, L	25, 15	
Rising Uppercut	⇨ ☆ ⇩ ⬂ ⠂	M	25	
Leaping Side Kick	⇨ ⇨ ⇨ ⠂	M (Stagger)	30	
Right Splits Kick	⇨ ⠐	M	27	
Tsunami Kick	while standing up ⠐ ⠐	M, M	12, 21	
Twin Pistons	⬂ ⠁ ⠈	M, M	8, 21	
Spinning Demon	⇨ ☆ ⇩ ↘⠐ ⠐ ⠐	L, L, L	17, 14, 14	
Spinning Demon To Tsunami Kick	lever neutral during Spinning Demon ⠐ ⠐	M, M	18, 21	
Jumping Mid Kick	⇨ ☆ ⇩ ⬂ ⠂	M	35	
Jumping Low Kick	⇨ ☆ ⇩ ↘⠂	L	21	
Hell Axle	⬀ ⠂ ⠐	M, M	17, 22	
Demon's Boar	⇦ ⠈	M	25	
Demon's Massacre	⇨ ⠁ ⇦ ⠈ ⠁	H, M, M	6, 21, 25	
Demon's Lair	⇨ ⠁ ⇦ ⠈ ⠐	H, Special M, M	6, 21, 30	
Charging Hard	⇨ at counter hit by right kick	Reversal		
Demon Breath	⠉	M	22	
Demon Uppercut	⇨ ⇨ ⠈	M	30	
Shadow Step	⇦ ⇦ ☆ ⠒			
Hammer Punch	during crouching ⠁	M	15	
Hammer Punch to Power Punch	during crouching ⠁ ⠈	M, M	15, 26	
"Geta" Stomp	when opponent is down ↓ ⠐	hit only opponent who is down	25	
Lightning Hammer	↓ ⠐	Unblockable	70	
Left Right Combo	⠁ ⠈	H,H	5, 8	lever forward to damage 6, 8
Spinnning Uppercut	⇨ ☆ ⇩ ↘⠐ ⠐ ⠐ ☆ ⠐	L, L, L, M	17, 14 ,14, 22	to Demon Uppercut from 1st, 2nd or 3rd hit of Spinning Demon/ lever neutral to Demon Uppercut
Spinning Dragon Uppercut	⇨ ☆ ⇩ ↘⠐ ⠐ ⠐ ☆ ⠁	L, L, L, M	17, 14, 14, 35	to Dragon Uppercut form 1st, 2nd, or 3rd hit of Spinning Dragon/ lever neutral to Dragon Uppercut/ damage of Dragon Uppercut from 1st or 2nd hit is 28
Flash Puch Combo	⠁ ⠁ ⠈	H, H, M	5, 8, 18	lever forward to damage 6, 8, 18
Dragon Uppercut	⇨ ☆ ⇩ ⬂ ⠁	M	35	damage 52 at clean hit
Demon Slayer	⠁ ⠈ ⠈	H, H, H	5, 8, 18	lever forward to damage 6, 8, 18
Demon Scissors	⠐ ⠂	M	25	damage decreases by 5 when not hit nor being guarded
Left Splits Kick	⇨ ⇨ ⠂	M	24	
Heavy Power Punch	⇩ ⬂ ⇨ ⠈	M	30	damage 40 at clean hit
Demon Shout	⇨ ⠈ ⠉	M	22	difference between D-Breath and D-Shout is how opponent is hit
Demon Excecuter	⠁ ⠈ ⠈ ⠉	H, H, M	5, 8, 22	lever forward to damage 6, 8, 22
Auger	⠚	Special Move		
Supercharger	⠛	Special Move		This makes 1st attack counter hit - unable to guarde during charging

THROW KUMA

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Bear's Bite	stand close to opponent ⠃	⠁	Throw	40	8, , 8, 8, 8
Bear Hug	stand close to opponent ⠘	⠈	Throw	10, 25	
Choke Slam	stand close to opponent's left side ⠃ or ⠘	⠁	Throw	10, 15, 25	
Bear Slam	stand close to opponent's right side ⠃ or ⠘	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Swing Swung	show your back to opponent ⠃ or ⠘	⠁ or ⠈	Throw		Turn round after throw
Headbutt	⇨ → ⠑	⠉	Throw	35	
Rock'N Roll Circus	⇨ ⬂ ⇩ ⬃ ⇦ → ⠉	⠉	Throw	60	

MOVE: KUMA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
C-Clef Cannon	⇨ ⁘ ⁘ ⁘	H, M, M	10, 8, 14	
Get Up Punch	while opponent is down ↓ ⁘	M	12	
Jab Elbow Smash	⁘ ⁘ ⁘	H, M, M	12, 21, 20	
Bear Hammer	⁘ ⁘ ⁘	H, H, M	18,15, 18	
Overhead Smash	⁘	M	21	
Batter Up	while standing up ⁘	M	21	
Double Hammer	⁘ ⁘ or while standing up ⁘	M, M	21, 22 or 21, 17	
Triple Uppercut	while crouching forward ⁘ ⁘ ⁘	M, M, M	15, 12, 15	
Rushing Uppercut L	↘ ⁘ ⁘ ⁘ ⁘	M, M, M, M	12, 15, 15, 30	
Rushing Uppercut R	↘⁘ ⁘ ⁘ ⁘	M, M, M, M	10, 15, 12, 15	
Grizzly Claw	⇦ ⇙ ⇩ ↘ ⁘	M	40	
Double Claw	⇨ ⇨ (or →) ⁘	M	26	
Sit Punch	After Sit Down Pancake Press ⁘ ⁘ ⁘ ⁘	L, L, L, L	10, 10, 10, 10	
Sit Down	⁘			
Deadly Claw	⇦ ⁘	Unblockable	35	
Rolling Bear	⇦ ⁘ ⇨ ⇘ ⇩⇙ ⇦ ⇖ ⇧ ↗	M	40	
Salmon Hunter	⇦ ⇨ ⁘	L	60	
Killing Uppercut	while standing up ⁘	H	12	
Uppercut to Grizzly Claw	while standing up ⁘ ⁘ M, M	12, 27		
Demon Uppercut	⇨ → ⁘	M	20, 60	
Fatal Wind	⇦ ← ⁘	Unblockable	200	
Dance with me	while opponent is down ⇩ ⁘	L	20, 60	
You're welcome	⁘	Special move		
Hammer Rush High	↓ ⁘ ⁘ ⁘ ⁘ → ⁘	L, L, M, M, H	12, 8, 12, 12, 12	
Hammer Rush Middle	↓ ⁘ ⁘ ⁘ ⁘ ↘ ⁘	L, L, M, M, M	12, 8, 12, 12, 8	
Hammer Rush Low	↓ ⁘ ⁘ ⁘ ⁘ ↓ ⁘	L, L, M, M, L	12, 8, 12, 12, 8	
Hammer Rush High	↓ ↘ ⁘ ⁘ → ⁘	M, M, H	15,12, 12	variation on Hammer Rush High
Hammer Rush Middle	↓ ↘ ⁘ ⁘ ↘ ⁘	M, M, M	15, 12, 15	variation on Hammer Rush Middle
Hammer Rush Low	↓ ↘ ⁘ ⁘ ↓ ⁘	M, M, L	15, 12, 8	variation on Hammer Rush Low
Hammer Rush High	↓ ↘ ⁘ → ⁘	M, H	10, 12	variation on Hammer Rush High
Hammer Rush Middle	↓ ↘ ⁘ ⁘	M, M	15, 10	variation on Hammer Rush Middle
Hammer Rush Low	↓ ↘ ⁘ ↓ ⁘	M, L	10, 8	variation on Hammer Rush Low
Supercharger	⁘	Special move		this makes 1st attack counter hit - unable to guard during charging

THROW: JULIA

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Deathvalley Bomb	stand close to opponent ⁘	⁘	Throw	35	
Knee Suplex	stand close to opponent ⁘	⁘	Throw	30	
Headlock Face Crusher	stand close to opponent's left side ⁘ or ⁘	⁘	Throw	40	
Twisted Sister	stand close to opponent's right side ⁘ or ⁘	⁘	Throw	45	
Calf Branding	stand close to opponent's back ⁘ or ⁘	⁘ or ⁘	Throw	50	
Reverse throw	show your back to opponent ⁘ or ⁘	⁘ or ⁘	Throw		turn around after throw
Arm Lock Suplex	stand close to opponent ↘ ⁘	⁘	Throw	37	
Mad Axes	stand close to opponent ⇙ ⇙ ⇦ → ⁘	⁘	Throw	14, 14, 14	
Waist Suplex	stand close to opponent ↓ ⇙ ⇩ ↙ ⁘	⁘	Throw	35	
Cross Arms Suplex	stand close to opponent ↓ ⇙ ⇩ ↙⁘	⁘	Throw	45	
Lower Dodge	⇙ (or ⇩) ⁘ or ⇙ (or ⇩) ⁘		Reversal		

MOVE: JULIA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
G-Clef Cannon	⁘ ⁘ ⁘	H, M, M	10, 5, 21	
G-Clef Cannon	⇘ ⁘ ⁘	M, M	8, 21	
Razor's Edge	while crouching ⁘ ⁘	L, M,	10, 21	
Sweep to Headkick	while crouching ⁘ ⁘	L, H	10, 23	
Sweep to Low Kick	while crouching ⁘ ↓ ⁘	L, L	10, 10	
Skyscraper Kick	while standing up ⁘	L	10	
Foot Stomp	at the beginning of Large Jump Forward ⁘	M	35	
Tequila Sunrise	while standing up ⁘	M	15	
Tequila Sunrise Combo	while standing up ⁘ ⁘ ⁘	M, M, M	18, 5, 21	
Twin Arrow	⁘	M (stagger)	25	
Slow Power Punch	⇘ ⁘	M	17	
Slow Power Punch Combo	when Slow Power Punch hits ⁘	succesive combo when Slow Power Punch hits	21	
Front Snap Kick	⇘ ⁘	M	17	
Spin Behind	⁘ then ⇦	H	12	
Spinning Sweep	while crouching forward ⁘	L	12	
Spinning Sweep Combo	during Spinning Sweep Combo ⁘	H	15	
Heavy Uppercut	→ ⁘	Unblockable	50	
Party Crasher	⇨ → ⁘	M	10	
Rapid Counter Attack	⇩ ↘⁘	M	14	
Machinegun Punch	⁘ ⁘	H, M	10, 8	
Body Elbow	↓ ↘ ⁘	M	20	
Uppercut to Middle Smash	while standing up ⁘ ⁘	M,M	15, 22	
Bow and Arrow Kick	⇘ ⁘ ⁘ ⁘	M, L, H	8, 12, 15	
Bow and Arrow Kick	⁘ ⁘	M, L, H	12, 12, 15	
Bow and Arrow Kick	⁘ ⁘ ⁘ ⁘	H, M, L, H	10, 5, 12, 15	
Slash Uppercut	⁘ ⁘	M	15	
Ultimate Cannon	⁘ ⁘	L, M, M	8, 9, 25	
Machinegun Punch to High Kick	⁘ ⁘ ⁘	H, M, H	10, 8, 20	
Machinegun Punch to Low Kick	⁘ ⁘ ⁘	H, M, L	10, 8, 10	
Tequila Sunrise to High Kick	while standing up ⁘ ⁘ ⁘	M, L, H	15, 12, 23	
Tequila Sunrise to Slash Uppercut	while standing up ⁘ ⁘ ⁘	M, L, M	15, 12, 21	
Tequila Sunrise to Low Kick	while standing up ⁘ ⁘ ↓ ⁘	M, L, L	15, 12, 10	
Tequila Sunrise to Arrow Kick	while standing up ⁘ ⁘ ⁘ ⁘	M, M, L, H	18, 5, 12, 15	
Quick Slash Uppercut	⁘ ⁘ ⁘ ⁘	M, L, H	15. 12. 23	
Double Low Splash Uppercut	⁘ ⁘ ⁘ ↓ ⁘	M, L, L	15, 12, 10	
Slash Uppercut to G-Clif Cannon	⁘ ⁘ ⁘ ⁘	M, M, M	18, 5, 21	
Slash Uppercut to Arrow Kick	⁘ ⁘ ⁘ ⁘ ⁘	M, M, L, H	18, 5, 12, 15	

MOVE: JULIA				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Uppercut to Middle Slash	⁘ ⁘ ⁘	M, M	15, 22	
Slow Power Punch to High Kick	⇘ ⁘ ⁘	M, H	10, 20	
Slow Power Punch to Low Kick	⇘ ⁘ ⁘	M, L	10, 10	
Triple Spinning Kick	⁘ ⁘ ⁘	H, L, H	20, 12, 23	
Triple Spinning Punch	⁘ ⁘ ↓ ⁘	H, L, L	20, 12, 10	
Elbow Skyscraper Kick	⇒ ⇒ ⁘ ⁘	M, M	10, 15	⁘ delays
Flash Uppercut	⇒ ⁘	M	15	
Spin & Kick	⁘ ⁘	H	20	succesive to Sweep
Lightning Bolt	⇓ ↘ ⁘ ⁘	M, M	14, 21	delays
Palm Explosion	⇒ ⁘ ⁘	M	21	stagger when counter hit
Sweep	while crouching ⁘	L	10	succesive fromn standing right kick
Spinning Slash Uppercut	⁘ ⁘ ⁘ ⁘	M, L, M	15, 12, 21	succesive from standing right kick
Welcome	⁘	Special Move		
Machinegun Cannon	⁘ ⁘ ⁘	H, M, M	10, 15, 21	triple combo only when 1st hit becomes counter hit - damage of 1st hit depends on opponent's move
Supercharger	⁘	Special Move		this makes 1st attack counter hit - unable to guarde during charging

THROW: ANNA WILLIAMS					
NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Elbow Face Smash	⇘ ⇘ ⁘		Throw		
Guillotine Throw	↗ ⁘		Throw		

MOVE: ANNA WILLIAMS				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Creeping Snake	⇘ ⁘ ⁘ ⁘ ⁘			
Double Slap	← ⁘ ⁘			
Quick Sumersault	↑ (↗or↖) ⁘			
Somersault Kick	↓ ↑ (↗or↖) ⁘			
Cross Cut Saw	← ⁘ ⁘ ⁘			
Right Hand Stab	while in full crouch ⇒ ⁘			
Cat Thrust	while in full crouch ⇒ ⁘			
Bloody Scissors	⇓ ⁘			
Bloody Chaos	sidestep ⁘			
Chaos Tail	sidestep ⁘			
Executioner	⇒ → ⁘			
Guard Breaker	→ (or ⇒) ⁘			
Twisting Round Combo (A)	↘ ⁘ ⁘ ⁘ ⁘ ⁘			
Twisting Round Combo (C)	↘ ⁘ ⁘ ⁘ ⁘ ⁘			
Chaos Judgement	← ⁘			
Back Hand Slap	⇓ ⇘ ⇒ ⁘			
Arm Break	after back hand slap ⁘ ⁘ ⁘ ⁘			
Falcon Wing Squeeze	after arm break ⁘ ⁘ ⁘ ⁘ ⁘			
Power Blond Bomb	→ → ⁘			

TEN HIT COMBOS

10 HIT COMBO - LEI WULONG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆ ⁘	⁘
Property									L	L
Damage									7	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⁘	⁘	☆ ⁘	⁘	⁘	⁘	☆ ⁘	⁘	☆ ⁘	⁘
Property	H	H	L	M	M	M	H	M	M	H
Damage	5	8	7	8	6	6	10	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					⁘	☆ ⁘	⁘	⁘	⁘	
Property					M	M	L	L	M	
Damage					9	10	11	12	21	

10 HIT COMBO - LING XIAOYU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇑ ⁘	☆ ⁘	⁘	☆ ⁘	⁘	⁘	☆ ⁘	☆ ⁘	⁘	⁘
Property	M	H	H	M	M	H	L	L	M	M
Damage	20	4	7	12	10	15	6	10	14	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆ ⁘	⁘	☆ ⁘	⁘	☆ ⁘	⁘	⁘
Property				L	L	M	M	L	M	M
Damage				6	10	12	12	10	16	21

10 HIT COMBO - HWOARANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point) from leftFlammingo	⁘	⁘	☆ ⁘	⁘	☆ ⁘	⁘	☆ ⁘	⁘	⁘	⁘
Property	M	H	H	L	M	M	ML	H	M	H
Damage	12	7	10	7	7	8	7	10	21	42

Damage reduces from this damage as an Air Juggle Combo

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point) from right Flamingo	⁘									
Property	M									
Damage	12									

10 HIT COMBO - JULIA CHANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⁘	⁘	⁘	☆ ⁘	⁘	⁘	☆ ⁘	⁘	☆ ⁘	⁘
Property	H	M	M	M	L	H	M	H	L	M
Damage	8	6	6	6	6	6	6	7	8	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							☆ ⁘	⁘	☆ ⁘	⁘
Property							M	L	M	M(Throw)
Damage							7	5	5	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								⁘	☆ ⁘	⁘
Property								M	L	M
Damage								7	10	2

MOVE: GON

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Woodpecker	→⠉ ⠉ ⠉			
Head Butt	while running → (or ⇨)⠒			
Armadillo Attack	⇨ →⠉			
Armadillo Attack to Deer Strike	⇨ →⠉ ⠉			
Oopsie-Daisy	while in full crouch ↙⠒			
Low Blow	↓⠒			
Dino Drill	→⠒			
Gon With The Wind	←⠐			
Spin Cycle	→⠊			
Bad Doggie	↓⠐			
Helicopter	while jumping ⠒			
Battering Ram	while in full crouch ↘⠒			
1-2 Crush	↗⠒			
Dino Breath	⠉			
Nap	↓⠉			
Butt Stamp	↙⠒			
Tail Spin	⠐ ⠐ ⠐ ⠐ ⠐			
Clean Sweep	→⠂ ⠂			
Lift Off	↑ (↗or↖)⠁			
Bite Me	⠃ or ⠘			

MOVE: DR BOSKONOVITCH

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Doc's One-Two	⠁ ⠈			
Gene Bank Combo (A)	⇨ → ⠁ ⠐ ⠂ ⠈ ⠁			
Senior Fist	↗⠁			
Wisdom Fist	↗⠈			
Stomach Ache	⇨ →⠈			
Whippersnapper	⇨ →⠐			
Spindoctor	⇨ → from neutral ⠂			
Oops!!	⇨ →⠒			
Base Stealer (A)	⇨ →⠉			
Back Protoplast	←⠒			
> Shadow Run	after Back Protoplast ←			
> Shadow Run Kick L	after Shadow Run Kick ⠂			
> Shadow Run Kick R	after Shadow Run Kick ⠐			
Anxiety Attack	⠈ ⠁			
Back Off!	Turn back to opponent and ⠉			
Brain Drain	⇦ ⠉			
Meditation	⇩ ⠒			
> Doc Mobile	during Meditation tap ⠂(or ⠐) repeatedly during meditation			
Lower Dodge	⇩ ⠉			
Dancin' Doc	↙⠂ ⠐ ⠂ ⠐ ⠂ ⠐ ⠂			

10 HIT COMBO - HEIHACHI MISHIMA

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇨ → ⠂	⠁	⠈	⠈	☆ ⠂	⠐	⠁	⠈	⠁	
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘ ⠂	⠈	☆ ⠈	⠐	⠐	⠁	⠐	⠁	☆ ⠈	⠐
Property	M	H	H	L	L	M	H	H	M	M
Damage	17	5	6	8	8	5	10	5	6	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										⠁
Property										M
Damage										

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							⠈	⠁	⠈	⠁
Property							H	M	M	M
Damage							5	8	21	25

10 HIT COMBO - KING

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										⠁
Property										M
Damage										25 (when opponent is down, damage 15) ⌟

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⠁	⠈	⠁	☆ ⠁	⠈	⠐	⠐	⠐	☆ ⠁	⠂
Property	H	H	M	M	H	L	L	L	M	M
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					⠂	☆ ⠂	⠐	⠂	☆ ⠈	⠉
Property					H	M	L	L	L	Throw
Damage					8	10	5	5	6	30

10 HIT COMBO - JIN KAZAMA NO. 1

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⠂	⠈	☆ ⠐	⠑	⠑		⠈	☆ ⠈	⠁	⠈
Property	H	H	M	H	L	H	H	M	M	M
Damage	15	6	10	10	7	5	7	10	15	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ ⠁		
Property								M		
Damage								21		

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇦⠈	⠐	☆ ⠐	⠐	☆ ⠐	⠈	⠑	⠑	⠈	☆ ⠁
Property	H	H	H	L	M	M	L	H	H	M
Damage	12	10	10	8	6	6	5	5	5	21

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										☆⇩⠒
Property										L, H
Damage										21, 21

10 HIT COMBO - JIN KAZAMA NO. 2

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								⠂	☆ ⠈	⠁
Property								L	M	Unblockable
Damage								5	25	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇨→⠈	⠁	⠈	⠈	☆ ⠂	⠐	☆ ⠐	⠁	⠈	⠁
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆ ⠐	⠐	☆ ⠈	⠐	⠂	☆ ⠈	⠂	
Property			M	M	L	M	L	M	Unblockable	
Damage			7	10	5	7	5	25	30	

10 HIT COMBO - YOSHIMITSU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					▝	▝	▝	☆ ▗	▘	▘
Property					M	M	M	M	Unblockable	Unblockable
Damage					3	3	3	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	▘	▝	▝	☆▗	☆▗	☆▗	▘	▘	▘	▘
Property	H	M	M	H	H	L	M	Unblockable	Unblockable	Unblockable
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	▗	☆ ▗	☆ ▝	▝	▘			☆ ▄		
Property	H	H	M	H	Unblockable			M		
Damage	20	20	5	6	30			25		

10 HIT COMBO - EDDY GOLDO

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	▗ ▖	☆ ▗	▝	▗	▗	▄	▄	▄	⇙ ▄	⇗ ▄
Property	M, M	M	H	H	M, M	M	H,M	M	M	M
Damage	16, 20	28	7	i8	9, 13	10	6, 6	21	15	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					▖					
Property					L					
Damage					12					

successive to other moves

10 HIT COMBO - PAUL PHOENIX

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	▘	▝	▖	☆ ▝	▘	▝	▘	☆ ▗	▝	▘
Property	H	H	M	H	M	H	H	L	M	M
Damage	5	15	7	5	7	4	5	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆ ▘	☆ ▗	▝	▘	☆ ▗	▝	▘
Property				M	L	M	H	M	L	M
Damage				6	7	8	5	8	10	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					☆ ▝					
Property					M					
Damage					30					

10 HIT COMBO - NINA WILLIAMS

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									▗	▖
Property									L	M
Damage									5	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	▘	▝	☆ ▘	▝	☆ ▖	☆ ▖	▝	▘	▝	▗
Property	H	H	H	H	H	L	H	H	H	H
Damage	4	10	6	6	7	9	6	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘ ▘	▝			☆ ▗	☆ ▖	▗	▝	☆ ▗	▖
Property	M	M			H	L	L	M	L	M
Damage	10	15			9	9	5	6	5	25

10 HIT COMBO - BRYAN FURY

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇦ ▖	☆ ▗	☆ ▘	▝	☆ ▘	▗	☆ ▝	▘	▗	▝
Property	H	M	M	M	H	H	H	H	M	H
Damage	20	12	5	7	3	8	5	5	10	21

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ ▗		
Property								M		
Damage								26		

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							☆ ▖	☆ ▗		
Property							M	H		
Damage							17	16		

10 HIT COMBO - GUN JACK

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇩ ▝	▘	▘	☆ ▘	▝	▘	☆ ▝	▘	▀	▀
Property	L	L	L	M	M	H	M	M	M	M
Damage	10	6	5	7	7	6	6	8	21	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇗ ▘	▘	☆ ▗	▖	▗	☆ ▘			☆⇩▀	▀
Property	M	M	L	L	L	M			L	M
Damage	15	8	5	5	5	8			12	35

10 HIT COMBO - FOREST LAW

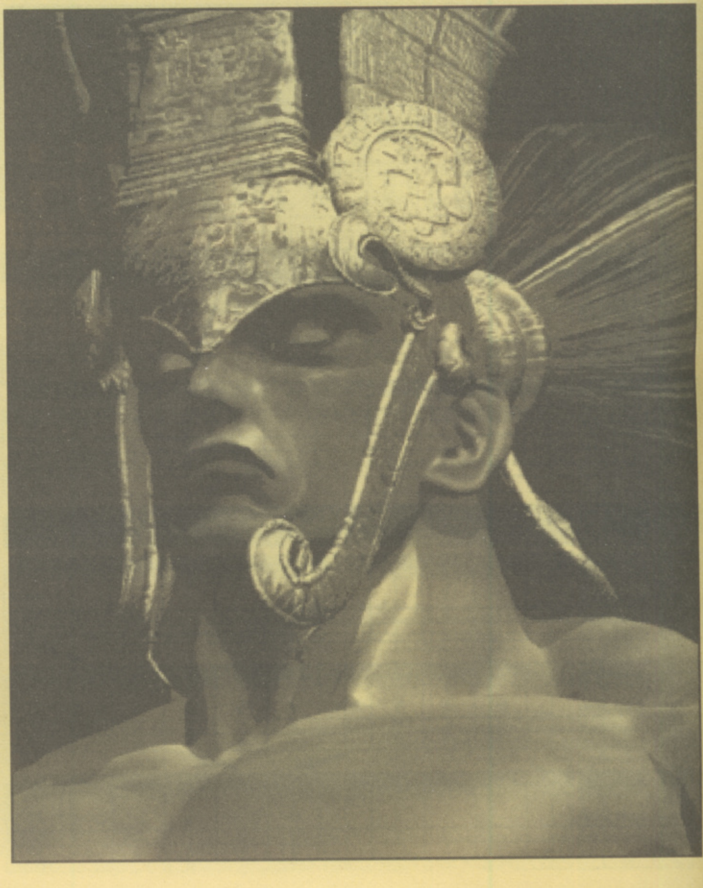
	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘ ▘	▝	▝	☆ ▘	▖	☆ ▖	▖	▗	▖	▗
Property	M	H	M	H	H	L	H	H	H	M
Damage	10	5	6	5	7	6	7	7	10	25

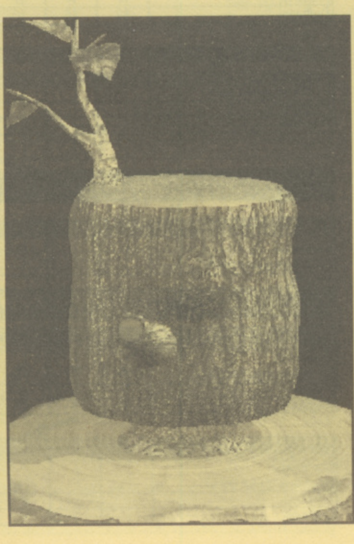
below (6) becomes ▖ when selecting this route

above (6) becomes ⇩ ▖ when selecting this route

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)		▖	▝	☆ ▝	▖	⇩ ▖	▖	☆ ▗	▗	▗
Property		L	M	H	M	L	M	H	L	M
Damage		6	6	8	6	6	6	8	7	38

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ ▖		
Property								L		
Damage								7		





MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Games – they're all the same aren't they? Shoot this, jump on that, collect coins, pass a checkpoint – who cares? We do! Melting Pot is here on its lone crusade to challenge the minds that make games, by saying: "Hey, what about these?" If you want to join in the fun, all we ask for is a couple of hundred words and a screenshot of your vision. In exchange we'll offer our expert opinion, and fill a page or two in the process. So without further ado, onto the games.

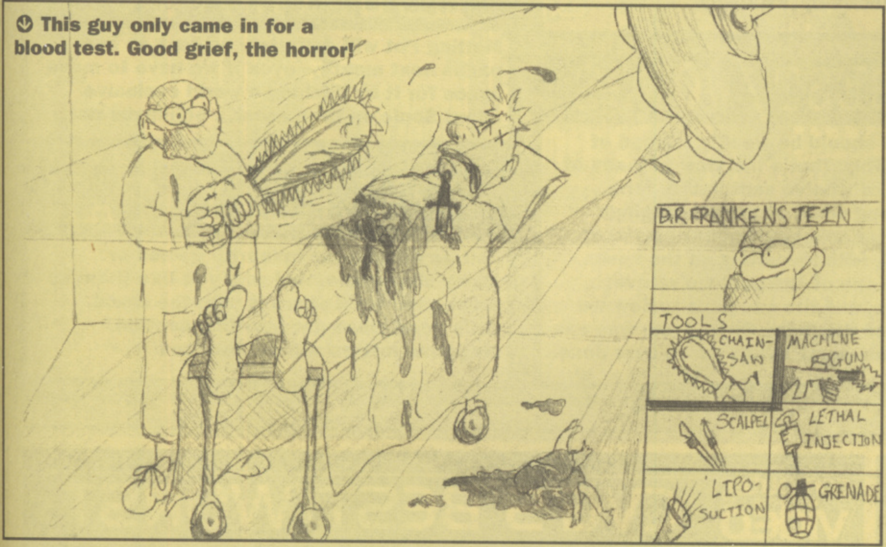
NO NURSE, I SAID PRICK HIS BOIL

Leo Schlesinger 1998

I like God sims and build-'em-ups, but I also like a bit of blood in a game – where would *Resident Evil* be without it? So how's this for a game: you start off as the owner of a hospital, having to build it up *Theme Hospital*-style. Once the patients are rolling on, and you start to make profit, you can stop being Mr Nice Guy and cause havoc. If a patient comes in with an ingrowing toenail, chop his head off! The more patients you kill, the more points you get, and the messier you kill them, the more points you get. However, NO game like this would be complete without cops constantly investigating, so you have to make the murders look like accidents... otherwise have the police all over you!

CVG: Is this the world's first carve-'em-up? A kind of sick idea Leo, but we reckon it would sell loads.

RATING ●●●●○



This guy only came in for a blood test. Good grief, the horror!

DREAM CONVERTER 2000

1998 Jack Wilkinson

This is not a game, nor is it a console. It could be a add-on to a console, but it doesn't really matter, as the chances of this technology ever being manufactured are slim – and that's being hopeful.

The Dream Converter 2000 fits over the wearer's head as he sleeps. (It plays lullabies.) While the wearer is sleeping, the Dreamconverter 2000 reads his/her dreams, and saves them into its back-up memory.

These dreams can be displayed on-screen, they can be paused, watched in slow-motion, or speeded up, just as though you were watching a movie.

The dreams can be edited at will, changing colours, adding or removing items etc. You can mix various items together, even with another person's dreams, in the Dreamcauldron.

The dream worlds you create can be explored by a self-built character, and you can also explore the dream worlds of other people.

This would be ideal for the Dreamcast, even if only because of the title!

By the way – please no jokes concerning what we'd see if Ed used the machine, if you catch my drift.

RATING ●●●○○

CVG: This would be cool, but who's gonna build it, brainiac? As for Ed, forget him – it's Paul we're worried about!

HYNDLA MAGIC FIGHT

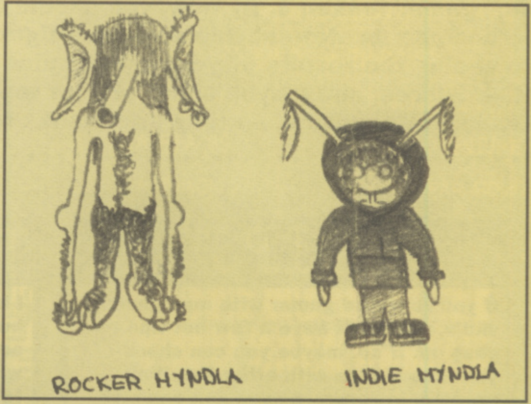
Chris Cocklin 1998

In Hyndla Magic Fight, your aim is to breed a hyndla, and then download them onto a dedicated website to battle with other hyndlas. The difference with, say, Pokémon, is that hyndlas are creatures that convert sound energy into food.

Therefore, in order for them to grow, you need to play music, so it can grow healthily. The type of music you play determines its appearance, intelligence and abilities. So, play thrash metal and your hyndla will end up with long hair and large elbows and feet. Play psychedelic techno and it will have luminous skin, double-jointed arms and legs and will be hyperactive.

The aim of the fight on the website is to gain control of Jardarmen, the homeworld of the hyndlas!

CVG: A nice idea, a bit like the barcode battlers of old. But apart from sampling some music, what else do you do. And why must they fight, why not dance instead? What the hell is a hyndla anyway?



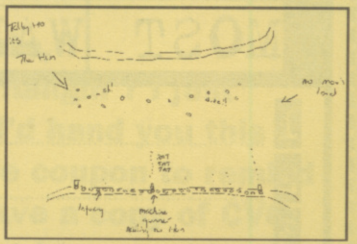
RATING ●●●○○

NO MAN'S LAND

James Curtis 1998

This game, as you've probably guessed, is set in the years of the first world war. It is an action/strategy game in which you can either play the part of the English or the Hun. The gameplay is overhead in the style of *Command and Conquer*. In the game you take control of one of the side's forces which comprise of infantry, machine gun nets and bi-planes. The idea of the game is to take the enemy's trench, using whatever means possible, and leave nothing standing!

Although the idea of the game would be the same, different trench scenarios and campaigns would be sure to totally engross even the most anti-war gamer. Also, bloodshed would be a top priority! Another feature which the game could add to prevent it becoming another clone of *Command and Conquer* would be to use *Doom*-style perspectives, ie when the enemy attack, you could switch to this mode in the machine gun nests to knock them down.



The brutality of trench warfare as depicted by James Curtis.

CVG: After re-reading this idea several times, we can't quite remember why it was shortlisted from the bulging sack that is Melting Pot. Maybe it had something to do with the Hun, no that can't be it!

RATING ●●○○○

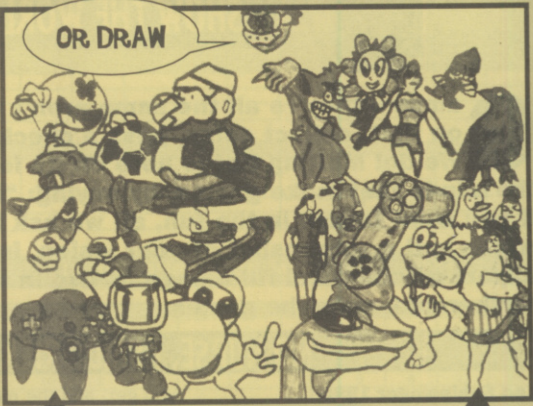
WRITE FOR FREEPLAY

FreePlay will be back to normal next month, after our extensive coverage in recent issues of the year's biggest PlayStation game, *Tekken 3*. By now, you should have everything you need to become masters at this awesome fightfest – so we look forward to seeing the results of your spectacular punch-ups very soon in High Scores, and maybe some of your top tips to help other readers. Meanwhile, so long and thanks for all your contributions.

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). IF YOU DON'T, WE'LL FEEL OBLIGED TO CHUCK IT IN THE BIN. THAT'S THE WAY WE DEAL WITH THINGS WE DON'T UNDERSTAND.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



TIPS

If you're a mad gamer with mad gaming skills, you must have a few hot tips to pass on. If so, maybe you can share your knowledge with other FreePlay readers. In return, maybe you can pick up a few tips from others who have sent in their best suggestions. But make sure they're original, not copied from somewhere else – or we'll gitcha!

HIGH SCORES

I bet you think you're pretty smart, huh? We dare you to compare your scores on your favourite games with ones sent into High Scores by fellow FreePlay readers. But be warned, our hardcore band of elite gamers who contribute to this section will annihilate your score immediately. Probably.

DRAWINZ

Send us rubbish Drawinz Wot You Dun of game characters, and we'll dump on them. But if send us your best ones, we'll praise you mightily – and bestow one of Hunter's highly prized bones on you as a reward.

MOST WANTED

If you want us to give more coverage to a game that you like, or if you want us to tell you more about Dreamcast and Sonic, all you have to do is let us know. Every one of these little coupons is examined closely, the votes totted up, and the results shown on the front page of your favourite cheapie mag, FreePlay, in the Readers' Most Wanted Chart. So make sure your voice is heard.

BEST/WORST

CVG should be weekly instead of monthly. That's the view of many of you of who've sent in this form. Among some of the other things you've said are: the April issue of CVG, with Hwoarang on the cover, was one of the best we've ever done, and the one-page review we did of the Spice Girls' game was one of the worst things we've ever done.

MELTING POT

Melting Pot will definitely be back to two pages next month – even if we have to make space for it by ditching a world exclusive about Sonic on Dreamcast... er, maybe not.

FREEPLAY FAN

Tell us about your favourite games or game characters, and why you like them so much, and we'll share it with the world. Only good vibes get into this section. Negative letters will be bounced.

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

REMEMBER, FREEPLAY IS YOUR MAG. IT WOULDN'T BE POSSIBLE WITHOUT YOUR CONTRIBUTIONS, SO KEEP THOSE DRAWINZ, HIGH SCORES AND ALL THE OTHER THINGS COMING IN. SEE YA.

computer and video games CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1 BEST/WORST COMING SOON ....
2 BEST/WORST REVIEW ....
3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER ....
4 BEST/WORST DRAWIN' ....
5 BEST/WORST DESIGNED PAGES ....
6 BEST/WORST COVER ....
7 FAVOURITE BIT OF CVG ....
8 SUGGEST A CATEGORY ....